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ABSTRACT

The National Association for Girls and Women in Sport (NAGWS) Volleyball Rules are based on the United States Volleyball Rules, which in turn are adopted from the rules and interpretations of the International Volleyball Federation Rules. Following a foreword by Robertha Abney, NAGWS President, the publication is organized into six sections as follows: (1) NAGWS Women's Interscholastic and Collegiate Volleyball Rules 1993-94 (preface, summary of rule changes, reference to volleyball rules, official volleyball rules 1993-94, definition of skills and fouls, summary of penalties, red and yellow card sanctions, and competitive procedures and special rules); (2) Event Management; (3) Officiating Techniques and Mechanics (summary of changes in techniques of officiating, techniques of officiating volleyball revised by the ABO principles and techniques committee, mechanics of officiating volleyball--official hand signals, and instructions for use of the official volleyball scoresheet; (4) Study Questions; (5) NAGWS/ABO Services (sources of information and services, affiliated boards of officials, standards for officials' ratings in volleyball, national rating team program, national training program, and coaches academies of the National Coaches Council); and (6) 1992 Championship Results. (LL)

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1993 NAGWS VOLLEYBALL RULEBOOK

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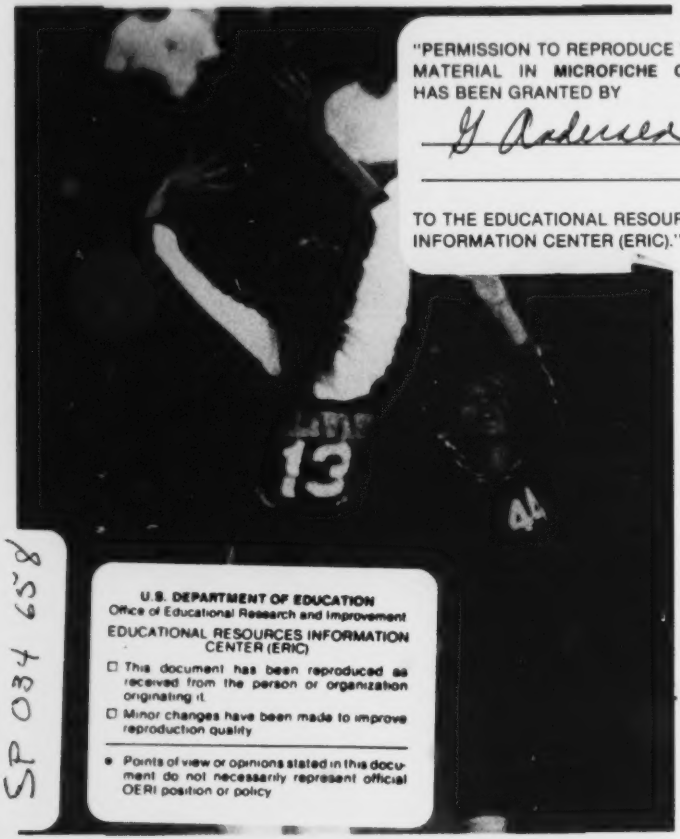

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Official Rules, Interpretation & Officiating

NAGWS Volleyball Rulebook

1993 Official Rules & Interpretations/Officiating

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National Association for Girls & Women in Sport

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Purposes of the American Alliance For Health, Physical Education, Recreation and Dance

The American Alliance is an educational organization, structured for the purposes of supporting, encouraging, and providing assistance to member groups and their personnel throughout the nation as they seek to initiate, develop, and conduct programs in health, leisure, and movement-related activities for the enrichment of human life.

Alliance objectives include:

1. Professional growth and development--to support, encourage, and provide guidance in the development and conduct of programs in health, leisure, and movement-related activities which are based on the needs, interests, and inherent capacities of the individual in today's society.

2. Communications--to facilitate public and professional understanding and appreciation of the importance and value of health, leisure, and movement-related activities as they contribute toward human well being.

3. Research--to encourage and facilitate research which will enrich the depth and scope of health, leisure, and movement-related activities and to disseminate the findings to the profession and other interested and concerned publics.

4. Standards and guidelines--to further the continuous development and evaluation of standards within the profession for personnel and programs in health, leisure, and movement-related activities.

5. Public affairs--to coordinate and administer a planned program of professional, public, and governmental relations that will improve education in areas of health, leisure, and movement-related activities.

6. To conduct other activities as shall be approved by the Board of Governors and the Alliance Assembly, provided that the Alliance shall not engage in any activity which would be inconsistent with the status of an educational and charitable organization as defined in Section 501 (c) (3) of the Internal Revenue Code of 1954 or any successor provision thereto, and none of the said purposes shall at any time be deemed or construed to be purposes other than the public benefit purposes and objectives consistent with such educational and charitable status.

Bylaws, Article III

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National Association for Girls & Women in Sport (NAGWS)

To insure gender equity for girls and women in sport, NAGWS continues its efforts to educate and inform professionals and laypersons about the need for change. Although progress has been made to increase the opportunities for girls and women to participate in sport since Title IX was enacted 20 years ago, there is still a long way to go for female athletes, coaches, and administrators. NAGWS' purpose is to reverse the trend in the declining number of women in coaching and leadership positions and to increase the participation opportunities for female athletes.

NAGWS' membership and board of directors are committed to **Advocacy, Leadership and Coaching**:

Advocacy

The recently published *NAGWS Title IX Toolbox* is the most comprehensive and practical manual ever produced about Title IX. Coaches, athletic directors, equity officers and school officials are finding it to be an invaluable resource with information on the law itself, its history, compliance evaluation, causing change, support services, and reference materials.

Additional Title IX items are also available from NAGWS: *Title IX at Twenty: Mature Programs or Still Toddling* (1992 JOPERD insert that includes a series of articles written by NAGWS members knowledgeable in the field); *Title IX* (includes a Title IX lesson plan and statistics highlighting the changes since 1972).

In addition to Title IX, current NAGWS advocacy projects include National Girls and Women in Sports Day (NGWSD) and updating NAGWS position papers. Community Action Kits (CAK) are available free of charge for the eighth annual NGWSD which will occur February 3, 1994. The CAK is designed to help individuals and groups plan, organize, and host community and school events to bring attention to the need for sport opportunities

for girls and women. State coordinators are also available to assist. NAGWS position papers are currently available on a number of different topics (from competitive experiences for elementary girls to the diminishing role of women in athletic leadership positions); additions, revisions, and updates to the existing core of position papers are scheduled by the Fall of 1994.

Leadership

In the summer of 1992, NAGWS embarked on a four-year leadership plan designed to infuse women into leadership positions within educational institutions and the Olympic movement. Between June 26 and 29, 100 of the nation's most outstanding and promising women sport leaders participated in Links to Leadership: Promoting Women in Sport, held in Leesburg, VA. Proceedings from the conference are available to the public and four leadership manuals are being developed to provide practical and easy-to-implement "lessons" for fostering leadership skills in girls and young women. Over the next year, conference attendees from NAGWS and the USOC National Governing Bodies will be hosting leadership conferences in their states and organizations. In 1996, NAGWS will again host a national leadership conference as a follow-up to Links to Leadership: Promoting Women in Sport.

NAGWS' "Womentoring" program is an ongoing program designed to help provide support for and develop leadership skills in up-and-coming young professionals. NAGWS veterans plan key roles as mentors to newcomers in the field. Mentors provide proteges with support and guidance as they encounter obstacles and share victories in their careers.

Coaching

NAGWS will also continue its emphasis on educating coaches of female athletes with a balanced approach of theory and sports specific information. To help members address the issues and differences in coaching female athletes, NAGWS will work towards producing

educational materials using the coaching competencies developed jointly with NASPE.

In addition, NAGWS currently has several coaching publications and videos available: *Eating Disorders Among Athletes: Theory, Issues, and Research*; *Eating Disorders and Athletes: A Handbook for Coaches*; *High School Players Field Hockey Journal*; *Sportswise: An Essential Guide for Young Athletes, Parents, and Coaches*; *Volleyball Coaching Tips for the '90s*; *Sports Seminar II: The Challenge* (an informational and motivational tape that provides women in high school athletics with information about college sports recruiting).

For NAGWS membership information, call or write:

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(703)476-3452

Foreword

Dr. Robertha Abney
NAGWS President

First, I want to acknowledge the efforts made by the volunteers who prepare our volleyball rulebook. It is their commitment and expertise which make this publication one of the best contributions to the sport of volleyball.

I hope you will continue to find the volleyball rulebook beneficial. If you have comments or suggestions, please let us hear from you. Your involvement is highly encouraged and will be greatly appreciated.

Thank you for your support of our volleyball rulebook.

NAGWS Volleyball Rules Committee 1992-1993 *

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* Materials for the 1993-94 *Rulebook* were prepared by the 1992-93 Committee.

** Nonvoting Members

NAGWS Women's Interscholastic and Collegiate Volleyball Rules 1993-94

Rules of the game as authorized by the International Volleyball Federation at XVIII Congress, Barcelona, Spain, August 1992.

The 1993-94 United States Volleyball Rules are reprinted with permission fr the United States Volleyball Association, the national governing body volleyball.

Preface

The NAGWS Volleyball Rules continue to be based on the United States Volleyball Rules, which in turn are adopted from the rules and interpretations of the International Volleyball Federation Rules.

In September 1988, the International Rules of the Games Commission adopted several major and minor rule changes at its meeting in Seoul, Korea. These new rules have been incorporated into the body of the 1993-94 NAGWS Volleyball Rulebook.

Rule changes are denoted by underlining. Changes in wording will be denoted by use of a check ( ). There is also a section called "Summary of Major Rule Changes" which lists changes, clarifications, and interpretations.

In addition to reviewing the new rules, the NAGWS Rules Committee continues to maintain its commitment to modifications of international rules which are beneficial to educational institutions. These modifications are:

1. Players' numbers may be between 1 and 99 inclusive;
2. Three entries for each player and twelve team substitutes are permissible in a game;
3. All uniformed players and team representatives may participate in all time outs at the sideline or vicinity of the bench;
4. Team time outs will be 45 seconds;
5. The option to not change sides at 8 points of the deciding game if both teams agree;
6. For scholastic and intercollegiate competition, the coach is allowed to call time-out and approach the first referee to protest a misinterpretation or misapplication of a rule.

The NAGWS Volleyball Rules Committee supports the NAGWS position that sportsmanlike behavior should prevail in the conduct of athletic endeavors, therefore, a player may make an honor call.

NAGWS Summary of Volleyball Rule Changes 1993

Rule 4, Article 6 (a) (g). **Individual Sanctions**
Individual sanctions for team members are for the game.

Rule 5, Article 2. **Court Positions Numbered**
The court positions are numbered counterclockwise with the right back as position #1.

Rule 7, Article 1 (b). **Service**
The server shall have five seconds to contact the ball for service.

Rule 7, Article 1 (c). **Re-serve**
A player shall be permitted a re-serve once during each service attempt without penalty.

Rule 8, Article 3. **Legal Contact**
A player may legally contact the ball with any part of the body on or above the knees.

Rule 12, Article 2. **Scoring and Results of the Game**
The "rally point" scoring method is now an optional form of scoring for the deciding game.

Clarifications

Rule 1, Commentary 2-10 (b). **Scorekeeper's Table**
The scorekeeper's table must have a designated area for the sole use of the match officials.

Rule 1, Commentary 3 (d). **Warm-up Between Games**
During the period between games, team members shall share the court. If no agreement exists, one of three options shall be used.

Rule 2, Article 1. **The Net**
The net shall be placed vertically over the axis of the center line.

Rule 4, Commentary 4-1 (2). **Time Outs**
Time out may be requested before the start of any game. Time outs may not be called by a team until a legal number of players are present to play.

Rule 4, Commentary 4 (f). **Legal Time Out**
A legal time out request may follow an improper request for substitution.

Rule 4, Commentary 6-2(b). **Coaching Area**
When the ball is out of play, coaches may approach within 1 m. of the court to instruct players in a non-disruptive manner in front of the bench.

Rule 4, Commentary 6-2. **Expelled Team Members**
Clarifies the procedure for expelling team members.

Rule 5, Commentary 1-1 note. **Uniforms**
Recommends specifiations to be used when ordering new uniforms.

Rule 5, Article 3. **Wrong Position Entry, Excessive Entry, Illegal Player**
Clarifies the procedures for wrong position entry, excessive entry and illegal player.

Rule 5, Commentary 2-3. **Abnormal Substitution**
An abnormal substitution shall count as one of the twelve allowed substitutions.

Rule 6, Commentary 4. **Change Sides of the Court**
Players shall change sides after lining up on the end lines

Rule 6, Commentary 6. **Promotional Intermission**
At least three minutes of warm-up shall be afforded both teams.

Rule 8, Commentary 12 (b). **Backline Attacker**
Clarifies that the flight of the ball determines when the backline player becomes an illegal backline attacker.

Rule 9, Article 3. **Player Contact with the Antenna**
The antenna has been added to this rule.

Rule 10. **Ball In Play/Ball Out of Play**
Clarifies the definition for a ball in play and a ball out of play.

Rule 17, Commentary. **Line Judges**
The rule clarifies the positions the line judges should assume during timeouts and between games.

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Official Volleyball Rules 1993-1994
National Association for Girls and Women in Sport

CHAPTER 1
FACILITIES AND EQUIPMENT

Rule 1. Facilities

ARTICLE 1. The Court and Markings.

(a) **The Court** shall be 18 m long by 9 m wide (59' x 29'6").

(b) **Court Markings** - The court shall be marked by lines 5 cm (2") wide. Areas being defined by court markings shall be measured from the outside edge of the lines defining such areas, with the exception of the center line.

(1) **Court Boundary Lines** - Two sidelines (long lines) and two end lines (short lines) mark the court.

(2) **Center Line** - The court shall be divided by a center line drawn across the court from sideline to sideline with its axis dividing the court into two equal areas. The center line extends indefinitely beyond the sidelines.

(3) **Attack Line** - A line drawn between the sidelines, parallel to the center line and 3 m (9'10") from the axis of the center line to the rearmost edge of the attack line. The attack line extends indefinitely beyond the sidelines.

(c) **Team Court** - A team court is one half the court divided by the axis of the center line.

ARTICLE 2. Playing Area. An area designated for playing the ball. The floor of the playing area must be flat, smooth and free of obstructions. The playing area includes:

RULE I. FACILITIES

(a) The court

(b) An area free of obstacles surrounding and adjacent to the court which is:

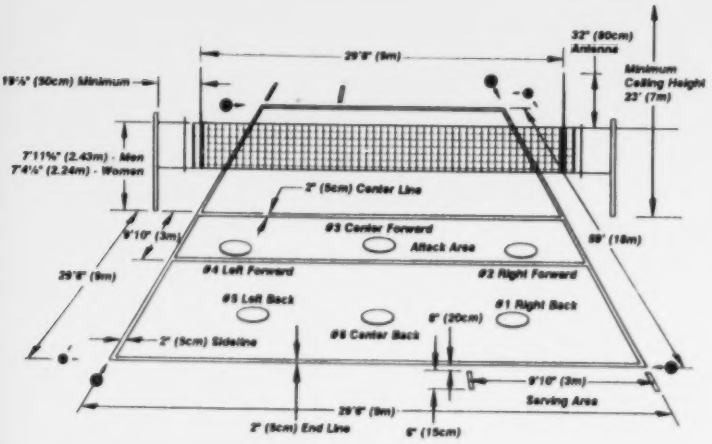
(1) A recommended minimum width of 2 m for indoor courts.

(2) A recommended minimum width of 3 m for outdoor courts.

(c) **Service Area** - At a point 20 cm (8") behind and perpendicular to each end line, two lines, each 15 cm (6") in length and 5 cm (2") in width, shall be drawn to mark the service area for each team. One line is an extension of the right sideline and the other is drawn so that the outer edge is 3 m (9'10") from the extension of the outer edge of the right sideline. The service area shall have a minimum depth of 2 m (6'6").

(d) **Substitution Area** - The substitution area is an area extending from the indefinite extension of the attack line to the indefinite extension of the center line between the sideline and scorekeeper's table.

(e) **Warm-up Area** - The warm-up area shall be beyond, and not nearer the court than, the team bench.



ARTICLE 3. Team Area. The playing area is divided by the axis of the center line and its indefinite extension into two team areas. Each team area also includes the adjacent team bench.

ARTICLE 4. Overhead Obstructions. For all United States Competition, there should be clearance over the playing area free from obstruction to a height of 7 m (23') measured from the playing surface.

ARTICLE 5. Temperature. The minimum temperature shall be 10 degrees centigrade (50 degrees Fahrenheit).

Commentary on Rule 1
Facilities

ARTICLE 1. The Court and Markings

1. **Indefinite extension of lines.** All lines on the court are considered to have an indefinite extension.
2. **Boundary markers**. On an outdoor court, wood, metal or other rigid materials may not be used since the ground can erode, thus causing lines to protrude above ground level and presenting a hazard to players. Hollowed-out lines are not recommended. The court lines should be marked before the beginning of the match.
   (a) On an outdoor court, the lines must be clearly marked with whitewash, chalk or other substance which is not injurious to the eyes or skin. No lime or caustic material of any kind may be used.
   (b) The rule does not specify the color of the lines and they may be of any contrasting color from that of the colors of the court and the playing area. Line color should also be in contrast with the color of any lines intended for other sports, e.g., basketball or badminton. Light colors (white or yellow) are the most visible and are recommended.

ARTICLE 2. Playing Area.

1. **Playing areas.** When an official (ie. LJ or R2) or spectator interferes with a legitimate effort to play the ball in the playing area a replay shall be awarded. Media equipment and personnel shall be restricted from the two meter area around the court. Many times the basketball court lines provide a definitive line of demarcation.
2. **Nonplaying areas.** Nonplaying areas are such areas as bleachers, team benches, and match administration areas (to include behind such areas and between the scorekeeper's table and a team bench), equipment storage areas near the court and any other area deemed, in the judgment of the first referee, to be unsuitable for the normal playing of the ball or hazardous to the welfare of players and/or officials.
   (a) Players may not enter nonplaying areas for the purpose of playing the ball. The position of the player is the determining factor, not the position of the ball.
   (b) Players making a play on the ball may enter a nonplaying area after playing the ball providing they have at least one foot in contact with the floor of the playing area at the time contact is made with the ball.
3. **Court clearance.**
   (a) Should the ball strike a wall or any floor obstacle more than 2 m (6'6") from the court, the ball becomes out of play.
   (b) Walls, benches, bleachers or other floor obstacles that a player could run into that are less than 2 m (6'6") from the court boundaries require establishment of a ground rule. A playover will be directed if, in the judgment of the first referee, the ball would have remained in play if the obstacle had not been there.
4. **Suitable playing areas.**
   (a) Play shall not be conducted on any surface that is wet, slippery, or constructed of abrasive material. It is recommended that the host team provide speed wipers for the purpose of keeping the floor dry and safe. They should be available to wipe the floor immediately at the end of each rally with or without the direction of the referee.

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(1) Indoors the playing surface may be natural ground, wood, or of a synthetic material which is smooth and free of any abrasive surface.

(2) Outdoor courts shall be permitted to have a slope of 5 mm per meter for proper drainage.

(b) The center line is part of both team courts (Rule 9, Art. 6).

(c) Lighting should be 500 to 1500 luxes (46.5 to 139.5 foot candles) measured at a point 1 m above the playing surface.

5. **Unsuitable playing areas.** The playing area, in all cases, must be under the control of the first referee before and during a match. The first referee alone is responsible for deciding whether the playing area is suitable for play. The first referee should declare the playing area unfit for play in the following cases:

(a) When play can be dangerous due to any hazardous condition of the playing area, to include abrasive type surfaces.

(b) When improper or defective equipment that can be hazardous to players or officials is used.

(c) If the playing area becomes soft or slippery.

(d) When fog or darkness makes it impossible to officiate properly.

6. **Adjacent courts.** Where competition (including warm-ups preceding a match) is being conducted on adjacent courts, no player may penetrate into the adjacent court including the area defined by the indefinite extension of the sideline before, during or after playing the ball. The position of the player is the determining factor, not the position of the ball.

(a) Where adjacent courts are in use at the start of a match the courts shall be considered in use until the conclusion of the match.

(b) During tournament competition, if a court is scheduled for use, whether the court is occupied or not at the start of a match, the court shall be considered in use. After play is completed on an adjacent court, during subsequent matches,

players may enter this court as playing area. Adjacent court rules will not change during a match.

7. **Dividing nets or other partitions.** Where dividing nets or other partitions of a movable nature separate adjoining courts, only the player(s) actually making the attempt to play the ball may go into the net or move it. It should be ruled a ball out of play and a fault if a teammate, substitute, coach or other person moves the net to assist play.
8. **Walls.** When playing the ball near a wall, players may not use the wall to gain a height advantage. If the wall is contacted by a player prior to making contact with the ball, at least one foot must be on the floor at the time the ball is contacted.
9. **Special ground rules.** Any special ground rules for a match must be specified in the prematch conference by the first referee.
10. **Other equipment.**
    (a) A visible scoreboard must be provided. No special recommendations are made as to the size of the scoreboard. It should be divided into two parts with large numbers to provide a running score for each team. The names or initials of the two teams should be shown at the top. Information shown on the scoreboard is not official and may not be used as a basis of protest. When necessary, a microphone should be available for announcing the score.
    (b) There should be a designated portion of a table and chairs for match officials' use only.
    (c) Each court should have a measuring device to check the height of the net. The measuring device should be appropriately marked with the two heights (men--2 m 43 cm or 7'11 5/8"; women--2 m 24 cm or 7'4 1/8").
    (d) The referee's stand must be on a support and preferably adjustable to the first referee's preference. It should be constructed so that:
        (1) it does not obstruct the players (the surface of the base should be fairly narrow and should not protrude in a manner that could cause some harm to the players).
        (2) the first referee can mount easily.

11. Service area.

In the service area if there is not sufficient area behind the end line to provide a depth of 2 m (6'6"), a line (tape) must be placed on the court to provide the required service area depth. After the serve, the line is ignored until play ends.

ARTICLE 3. Team Area.

Team benches or chairs are to be placed in the team areas on the right and left of the scorekeeper's table not nearer to the center line than the attack line.

(a) Team members shall occupy the bench located on the side of the net opposite the first referee and adjacent to their playing area. Substitutes are to be seated on their team's bench or be in their team's warm-up area.

(b) Team members shall immediately change team areas at the end of each game and, unless the captains agree not to change, in the middle of the deciding game of the match.

(c) If no area is available for warm-up beyond the bench area and away from the court, substitutes must remain seated on the bench.

(d) Substitutes may not use the ball for warm-up activities in the warm-up area or bench area. Balls may be used during time-outs for warm-up activities off the court beyond the end line. During the period between games, team members shall share the court. In the absence of agreement between the coaches, one of the following options shall be used:

(1) Hitting over the net with the court equally divided lengthwise as recommended for shared hitting.

(2) Passing or defensive drills on their team court.

(3) One team hitting from the opposing team court in the area between the net and the attack line, while the opposing team uses the area beyond the attack line for passing and defensive drills.

(e) Trainers or doctors may leave their seat on the bench for the purpose of administering assistance to substitutes.

(f) A nonplaying team member(s) guilty of misconduct on the bench shall be sanctioned by the first referee. If the team

member cannot be identified, the sanction shall be imposed against the head coach or the individual responsible for bench conduct.

ARTICLE 4. Overhead Obstructions.

1. Where fixtures or obstructions hang between 4.5 m (15') and 7 m (23') above the playing area, a ball, other than a serve, striking such obstruction regardless of attachment (even wall attached obstructions) *shall* be in play by the offending team as though the ball had not touched such obstruction. No such rebounding ball may legally strike above the opponent's team area, nor may it legally fall to the opponent's team area. Where the ceiling itself is not the proper clearance above the court surface, it is included as an obstruction.
2. A ball contacting an unusually low overhead obstruction (less than 4.5 m (15') above the playing area), is out of play and may be ruled a playover or point/side out. A playover is awarded *only* if in the referee's judgment, the obstruction interferes with a play that could normally have been made or if the ball would have remained in play if the obstruction had not been over the playing area. This would apply also to a ball that may have crossed the net before striking the unusually low obstruction preventing the ball from remaining in play. A vertically hanging backboard would be an example of an unusually low obstruction.
   The ground rule covering an unusually low obstruction shall include all of the obstruction and its supports above 4.5 m (15') up to a recognizable mark 23' or above.
3. A ball striking the ceiling or an overhead obstruction of any height over a nonplaying area such as over bleachers or other floor obstacles is out of bounds and out of play.
4. Balls striking the ceiling or overhead obstructions 7 m (23') and above are out of bounds and out of play.
5. Should the ball come to rest on an obstruction, it is the fault of the team which touched it last.

ARTICLE 5. Minimum Temperature - Bad Weather. In case of bad weather (tornadoes, earthquakes, thunderstorms, etc.) the first referee can postpone the match or interrupt it as deemed advisable for the protection of all participants.

Rule 2. The Net

ARTICLE 1. Size and Construction. The net shall not be less than 9.50 m (32') in length and 1 m (39") in width throughout the full length when stretched, and shall be placed vertically over the axis of the center line. A double thickness of white, unmarked canvas or vinyl 5 cm (2") wide shall be sewn along the full length of the top of the net. The net must be constructed of 10 cm (4") square dark mesh only. A flexible cable or cord with a minimum breaking strength of 3000 pounds shall be stretched through the upper and lower edges of the net. Note: Metal clamps and any exposed steel cable at the bottom of the net must be covered. The net should be capable of receiving a wooden dowel to keep the ends of the net in straight lines when tight.

ARTICLE 2. Net Height. The height of the net measured from the center of the court shall be 2.43 m (7'11 5/8") for men and 2.24 m (7'4 1/8") for women. The two ends of the net must be at the same height from the playing surface and cannot exceed the regulation height by more than 2 cm (3/4").

ARTICLE 3. Vertical Tape Markers. Tapes of white material 5 cm (2") wide and 1 m (39") in length shall be fastened to the net, one at each end, over and perpendicular to each sideline and the center line. The vertical tape side markers are considered to be a part of the net.

ARTICLE 4. Net Antennas. Coinciding with the outside edge of each vertical tape marker, an antenna shall be fastened to the net at a distance of 9 m (29'6") from each other. The net antennas shall be 1.80 m (6') in length and made of safe and moderately flexible material with a uniform diameter of 10 mm (3/8"). The upper half of each antenna shall be marked with alternating white and red or orange bands not less than 10 cm (4") and not more than 15 cm (6") in width. The antennas will be affixed to the net with fasteners that provide for quick and easy adjustment of the antenna. The fasteners shall be smooth surfaced and free

of any sharp edges that might be considered hazardous to players. Antennas are considered to be part of the net.

ARTICLE 5. Net Supports. Where possible, the posts, uprights, or stands, including their bases, that support the net should be at least 50 cm (19 1/2") from the sidelines and placed in such a manner as to not interfere with the officials in the performance of their duties. Note: It is required that the standards (including winch), the floor cables and the referee's stand be padded.

a. Standards must be padded to a minimum height of 5'6" with at least 1/2" thick, resilient, shock-absorbing material (such as polyethylene foam) to encase the uprights and all tensioning devices.
b. Front and sides of the referee's platform must be protected in the same manner as the standards.
c. Any guide cables or rigid braces must be padded to a minimum height of 5'6" with at least 1/2 " thick resilient, shock-absorbing material.

Commentary on Rule 2

The Net

ARTICLE 1. Size and Construction.

1. The net between the antennas will be edged in white and unmarked. This includes the top tape and the bottom tape (if there is one). Advertising may be printed on the side tapes outside the antennas. Sleeves for advertising purposes may not be added to any part of the net.
2. **Net torn during play.** If a net becomes torn during play, other than by a served ball or a third team hit, play shall be stopped and a play-over directed after the net is repaired or replaced. If the net becomes torn by a served ball, a side out will be directed and the net repaired or replaced, with the opponents serving when play resumes. If the net becomes torn by a third team hit, a point or side out will be directed and the net repaired or replaced.

ARTICLE 2. Net Height.

The height and tension of the net must be adjusted before the start of the match and at any other time the first referee deems

advisable. Height measurements should be made in the center of the court and at each end of the net perpendicular to the sidelines to assure that each end of the net is within the prescribed height variation. The net must be tight throughout its length. After being tightened, the net should be checked to assure that a ball striking the net will rebound properly.

ARTICLE 3. Vertical Tape Markers.

Vertical tape markers are required. If plastic markers are not available, white tape should be used. Logos, not exceeding 6" in height are permitted.

ARTICLE 4. Net Antennas.

Antennas on the net are required and should be checked by the first referee before a match to assure that they are properly located on the net, properly secured and properly aligned. Special attention should be given to any exposed ends at the bottom of the antennas to assure that they are smooth and round or are covered with tape so as not to present a safety hazard to players. Antennas are part of the net.

ARTICLE 5. Net Supports.

1. Net supports should be convenient for the referees and should present the least possible hazard for players. They must be of a length that allows the net to be fixed at the correct height above the playing surface.
2. Fixing the posts to the floor by means of wire supports should be avoided if possible. If wire supports are necessary, they should be covered with a soft material to provide protection and visibility for the players.
3. When net supports and the referee's stand are not padded as specified, the match will not be played at that site.

Rule 3. The Ball

ARTICLE 1. Size and Construction. The ball shall be spherical with a laceless leather or leatherlike cover of 12 or more pieces of uniform light color with or without a separate bladder; it shall not be less than 62 cm nor more than 68 cm (25" to 27") in circumference; it shall weigh not less than 260 grams nor more than 280 grams (9 to 10 ozs.); and the pressure of the ball must be between 0.32 and 0.42 kg/sq. cm (4.5 to 6.0 lbs./sq. in.).

Commentary on Rule 3

The Ball

1. **Responsibility for examining the ball prior to play**. It is the responsibility of the first referee to examine the balls prior to the start of a match to determine that they are official and in proper condition. The first referee shall be the final approving authority for all balls to be used during a match. A ball that becomes wet or slippery during competition must be changed.
2. **Pressure of the ball.** The match organizer should have a pressure gauge on the scorekeeper's table for use by the officials.
3. **Markings on the balls**. A maximum of 25% of the total exterior surface area of the ball may be covered with logo, name, identification, and other markings and coloring. A minimum of 75% of the exterior surface of an approved ball shall be of uniform, light color.
4. **Three ball system during a match**. The following procedures will be followed when using the three ball system during a match:
   (a) Six (6) ball retrievers will be used and shall be stationed as follows: one at each corner of the court about 4 m to 5 m from the end lines and 2 m to 3 m from the sidelines; one behind the first referee; one behind the second referee.
   (b) At the start of a match, a ball will be placed on the scorekeeper's table and one given to each of the ball retrievers nearest the serving areas. These retrievers and the second referee are the only ones authorized to give a ball to the server.
   (c) When the ball is outside the playing areas, it should be retrieved by one of the ball retrievers and given to the retriever who has already given a ball to the player making the next service; if the ball is on the court, the player nearest the ball should immediately place it outside the court.
   (d) At the instant the ball is ruled out of play, the ball retriever nearest the service area will quickly give a ball to the player executing the next service.

(e) During a time out, the first referee may authorize the second referee to give the ball to the retriever nearest the area where the next service will occur.

(f) A ball being returned from one ball retriever to another will be rolled, not thrown, along the floor outside the court. A ball being returned should be delivered to the ball retriever who has just given a ball to the server.

CHAPTER 2
PARTICIPANTS IN COMPETITION

Rule 4. Rights and Duties of Players and Team Personnel

ARTICLE 1. Rules of the Game. All team members are required to know the rules of the game and abide by them.

ARTICLE 2. Team Discipline. The head coach and playing captain are responsible for discipline and proper conduct of their team members.

ARTICLE 3. Team Spokesperson. The playing captain is the only player who may address the first referee and shall be the spokesperson for that team. The playing captain may also address the second referee, but only on matters concerning the second referee's duties. The designated coaches may address the referees only for the purpose of requesting a time out, substitution or line-up check.

Note: This article may be modified for scholastic and intercollegiate competition. The coaches may also request a time out to protest a nonjudgemental decision listed in Rule 13, Article 2. For correct procedure see Rule 13 & Commentary.*

*This is a modification of the international rule.

ARTICLE 4. Time out Requests. Requests for time out may be made by the designated coaches while at the team bench and/or the playing captain when the ball is out of play.

(a) Each team is allowed two time outs in each game. Consecutive time outs may be requested by either team without a resumption of play between time outs. The length of a time out is limited to 45 seconds. Teams shall return to the court upon notification by either referee.

(b) If a playing captain or coach inadvertently requests a third time out, it shall be refused and the team charged with an improper request. If, in the judgment of the first referee, a team requests a third time out to gain an advantage, the offending team will be sanctioned for a team delay (team yellow card).

(c) During a time out, all team members may move to the vicinity of the team bench. All bench personnel may participate in discussions provided they do not enter the court. Water and/or other liquids or powders may only be administered in the vicinity of the team bench. Where possible, this area should be at least 2 m (6' 6") from the court.

ARTICLE 5. Individual Sanctions. The following acts of team members are subject to sanction by the first referee.

(a) Addressing officials concerning their decisions.

(b) Committing profane or vulgar acts.

(c) Committing acts or making gestures tending to influence officials.

(d) Engaging in disruptive coaching or other disruptive actions. (See Commentary 5-1, 2)

(e) Crossing the vertical plane of the net with any part of the body with the purpose of distracting an opponent while the ball is in play.

ARTICLE 6. Degree of Individual Sanctions. Offenses committed by team members may result in the following sanctions by the first referee.

(a) WARNING: For minor unsporting offenses such as talking to opponents, spectators, or officials, shouting or disrupting the conduct of the game, a warning (individual yellow card) is issued and is

recorded on the scoresheet. A second minor offense during the same game by the same team member must result in a penalty (individual red card).

(b) PENALTY: For rude behavior, a second minor offense or other serious offenses, a penalty (individual red card) is issued by the first referee and is recorded on the scoresheet. A penalty automatically entails the loss of service by the offending team if serving, or if not serving, the awarding of a point to the opponents. A second act warranting the issuing of a penalty to a team member during the same game results in expulsion.

(c) EXPULSION: Extremely offensive conduct (such as obscene or insulting words or gestures) toward officials, opponents, other team members or spectators results in expulsion of a team member from the game (red and yellow cards together) in which the offense occurred. Expelled individuals must leave the team areas until the next game of the match. A second expulsion during a match must result in the disqualification of the team member(s). No further penalty is assessed.

(d) DISQUALIFICATION: A second expulsion during a match, or any feigned, attempted or actual physical aggression toward officials, opponents, other team members or spectators results in the disqualification of a player or team member for the remainder of a match (red and yellow cards held apart). A disqualified team member must leave the team and spectator area of the match. No further penalty is assessed.

ARTICLE 7. Misconduct Between Games. Any sanctions for misconduct between games will be administered in the game following such misconduct.

ARTICLE 8. Team Sanctions.

(a) **Improper Requests.** Any improper request that does not affect play or delay the game shall be sanctioned by denying the request and noting it on the scoresheet. Any additional improper requests during the same game shall be sanctioned as a team delay (Article 9). Examples of improper requests are:

(1) A request for a time out, substitution or lineup check after the first referee's whistle for service;

(2) A request for time out or substitution by someone other than the designated coaches or playing captain;
(3) A second request for substitution during the same dead ball period without an intervening time out;
(4) A request for an excess time out;
(5) A request for substitution that would result in an excess team or player substitution;
(6) A request that would result in a wrong position entry.

(b) **Team Delays.** A team delay is sanctioned with a warning (yellow card) on the first occasion and a penalty (red card --point or side out) on any subsequent occasion during the same game, regardless of reason. Team delays assessed against a team are indicated by the first referee showing the appropriate signal or penalty card and notifying the coach or playing captain of the reason for the sanction. Such sanctions must be noted in the comments section of the scoresheet. Team delays include:
(1) Failure to submit a lineup at least 2 minutes prior to the start of a match or prior to the signal indicating expiration of the intermission between games.
(2) A second improper request during the same game.
(3) Delay in completing a substitution.
(4) A request for entry of an illegal player (not on the roster, illegal number, disqualified player, etc.).
(5) Administering water and/or other liquids near the sideline.
(6) Failure to report to the end line when directed to do so at the start of a match and between games of a match.
(7) Delay in returning to play after a time out.
(8) Delay in moving to positions for serving or receiving service after completion of a rally.
(9) Action by a team member which creates an unnecessary delay in the start of play.
(10) A player on the court wearing jewelry or illegal equipment.

Commentary on Rule 4
Rights and Duties of Players and Team Personnel

ARTICLE 2. Team Discipline.

1. **Team members.** Team members are defined as all official representatives of the team which include, but are not limited to, coaches, players, substitutes, trainers and managers.
2. **Players.** Players are defined as the team members on the team court.
3. **Substitutes.** Substitutes are team members in uniform who are eligible to enter the game and are located on the team bench or in the team warmup area.

ARTICLE 3. Team Spokespersons.

1. **Playing captain.** One of the six players shall be designated as the playing captain. The player designated on the lineup sheet submitted at the start of the game shall remain the playing captain at all times when in the game. When replaced, the coach or playing captain shall designate another player to assume the duties of playing captain until replaced or until the playing captain returns to the game. The playing captain may ask the first or second referee for a time out, substitution or lineup check.
2. **Designated coaches.** Only the coaches listed on the roster for each team may speak to either referee in order to ask for a time out, substitution or lineup check. The designated coaches may ask the second referee for information as to how many substitutions or time outs have been used when the ball is out of play. This privilege may not be used to delay the game. The designated coaches may give instructions to players during the match but may not argue with the referees or protest (without being assessed a time out).

ARTICLE 4. Time out Requests.

1. Time outs may be requested prior to the start of any game.

2. Time outs may not be requested by a team until a legal number of players are present to play.
3. **Time out periods.** After the first referee's whistle for service, if the second referee blows a whistle in response to a team's request for time out, substitution or lineup check, play will be stopped (first referee must whistle). The first referee will decide if the time out should be granted. If the request is not granted, then the team will be sanctioned for an improper request and a playover will be directed.
   (a) Teams granted a legal time out may terminate the time out period at any time they indicate that they are ready to resume play. If the opponents wish to extend the time out period, that team shall be required to take a team time out.
   (b) If a team fails to return to play immediately upon the signal indicating the end of a time out period, that team shall be sanctioned for delay (team yellow card).
   (c) If a team makes a third request for time out, the request shall be denied and the team sanctioned for an improper request.
      (1) If the request is inadvertently granted, the time out shall be terminated immediately upon discovery and the team charged with a team delay (team yellow card).
      (2) If the request is inadvertently granted and in the first referee's opinion the request was made as a means of gaining an advantage, the team shall be sanctioned for a team delay (team red card).
   (d) If a team member other than the designated coaches or playing captain requests a time out, the request will be denied and the team charged with an improper request. If the request results in the granting of a time out, it shall be terminated immediately upon discovery and the team sanctioned for delay (team yellow card).
   (e) A legal request for substitution may follow an improper request for time out, if the first referee has not blown the whistle for service.

(f) A legal time out request may follow an improper request for substitution, if the first referee has not blown the whistle for service.

(g) It is recommended that electronic media time outs last no longer than 75 seconds. If a team reaches 8 points and no time outs have been taken, a media time out will be given on the first side out after 8 points.

ARTICLE 5. Individual Sanctions.

1. **Individual sanctions.** Individual sanctions are for the game. Similar unsporting acts by two different players should be sanctioned as an individual warning (IYC) to each player.
   (a) If a player commits a serious breach of conduct toward opponents or officials, the player should be penalized without warning (individual red card).
   (b) If a team member deliberately performs acts for the purpose of distracting an opponent during play, play shall be stopped and a penalty (individual red card) immediately imposed by the first referee.
2. **Coaching.**
   (a) Designated coaches may stand briefly to speak to a team member on the court, at the bench or in the warm-up area.
   (b) When the ball is out of play, coaches may approach the court briefly to instruct players on the court in a nondisruptive manner, provided they remain in front of the bench and at least 1 m (3'3'') from the court.
   (c) Designated coaches must be at the bench in order to request time outs, substitutions or lineup checks.
   (d) Nondisruptive coaching is permitted. Acts deemed disruptive and attempting to influence the referee may be sanctioned as a major offense without warning (individual red card). Examples of disruptive acts include but are not limited to:
      (1) Coaching from a position outside the designated coaching area. *(May start with an IYC.)*
      (2) Loud or abusive language.
      (3) Comments to the officials and/or opposing teams.

(4) Throwing of objects.
(5) Displaying disgust in an overt manner.

3. **Electronic aids**. Electronic devices such as video recorders, tape recorders, etc., may be used as aids to obtain information for use in post-match analysis. Electronic transmitting devices which transmit information from other parts of a facility to the bench during the match are not considered to be in the spirit of volleyball and shall not be allowed. Discovery of teams using such devices in the bench area shall result in the coach being sanctioned as a major offense (individual red card) for unsporting conduct and the devices must be removed.

ARTICLE 6. Degree of Individual Sanctions.

1. **Disqualification for more than one match**. If the first referee feels that a team member has committed a serious unsporting act that warrants disqualification from more than the match in which the act was discovered or for acts committed between matches, a report must be made to the authority in charge of the tournament for final action. First referees are authorized to disqualify team members for only the match in which the act occurred. Disqualification does not carry any further penalty, i.e., point, side out, time out. Disqualified team members must immediately leave the team and spectator areas.
2. **Expelled team member(s).** Expelled team members must leave the team area. Team members will be permitted a brief period to pick up belongings from the bench area provided they refrain from further misconduct. If the team member has not departed the team area within one minute, the playing captain shall be warned that further delay will result in a disqualification. If the team member has not departed within 15 seconds after the warning, the player shall be disqualified. If an expelled team member remains in the spectator area he or she is subject to further individual sanctions.
3. **Disqualified team member(s)**. Disqualified team members must leave the team and all spectator areas. Team members will be permitted a brief period to pick up belongings from the

bench area provided they refrain from further misconduct. If the team member has not departed the team and spectator areas within one minute, the playing captain shall be warned that further delay will result in a default of the game. If the team member has not departed within 15 seconds after the warning, the game shall be defaulted.

ARTICLE 7. Misconduct Between Games.

Any individual sanction assessable during play may also be assessed during the period following the prematch coin toss and during the periods between games of a match. Teams shall be immediately notified when a sanction is imposed against a team member prior to the start of the match or between games of a match. Sanctions imposed on a player(s) prior to the start of a match or between games of a match shall be administered at the beginning of the next game. In the case of multiple sanctions, enforcement shall be in the order in which the offenses occurred. In the case of simultaneous offenses by opponents, the sanction shall be enforced against the serving team first and then against the receiving team. The procedure to be followed by the first referee is to show the sanction card to the team member at the time of the sanction and have the sanction recorded on the next game scoresheet after the lineups have been received and recorded. When the teams are called onto the court for the next game, it is only necessary to show a red card and award the penalty to begin the game. It is not necessary to show a yellow card warning at the beginning of the next game.

ARTICLE 8.

(a) **Improper requests**. If a playing captain or designated coach makes an improper request, the second referee must use the following procedures:

(1) If in the official's judgement the first improper request of a game does not interrupt play, it is denied by signal and at the next dead ball it is whistled, signalled and noted on the scoresheet.

(2) If in the official's judgement the first improper request of a game does interrupt play, it is whistled at the time of the request, denied by signal and noted on the scoresheet.

(3) Any subsequent improper requests are whistled and sanctioned as a team delay at the time of the request.

(b) **Team delays**. If a team has been charged with a team delay, any subsequent team sanctions, to include any improper request, must result in a team penalty (team red card).

Rule 5. The Teams

ARTICLE 1. Uniforms. The playing uniform shall consist of jersey and shorts (1 or 2 piece) and light, pliable shoes (rubber or leather soles without heels).

(a) It is forbidden to wear head gear or jewelry (including taped earrings, string bracelets, flat wedding bands, etc.), with the exception of religious medallions or medical identifications. If worn, these items must be removed from chains and taped or sewn under the uniform. When evaluating headgear, the first referee shall have all items removed which he or she determines could cause injuries during the match.

(b) Players' jerseys must be marked with numbers not less than 8 cm (3") in height on the chest and not less than 15 cm (6") in height on the back. Numbers shall be located on the jersey in a position that they are clearly visible. Numbers shall be in a color clearly contrasting to that of the jersey. Shirts may be numbered from 1 through 99 inclusively. Duplicate numbers may not be worn.

(c) Uniforms (jerseys and shorts/briefs, 1 or 2 piece, pants or culottes) must be of the same color, style, cut and trim. If tee shirts, boxer shorts, tights, leotards, body suits, bicycle shorts, etc., are worn in such a matter that they are visible, they will be considered to be a part of the uniform and must be worn by all team members and must be identical. For medical/religious reasons, player(s) may wear any of the above mentioned items. If more than one player wears these items they must be identical. For the purpose of identical uniforms, shoes, socks and kneepads are not considered a part of the uniform and are not required to be identical for team members. During cold weather, it is permissible for teams to wear identical training suits provided they are numbered in accordance with the specifications of paragraph (b) above and are of the same color, style, cut, and trim.

ARTICLE 2. Composition of Teams and Substitutions. A team shall consist of six players. The right back position shall be designated as position #1 and the positions are numbered counterclockwise to #6.

(a) Before the start of each match, including tournaments, all players and substitutes including their corresponding numbers must be listed on a roster presented to the scorekeeper. Such rosters shall also indicate the designated coaches of the team and be signed by the head coach. Once the roster has been verified, corrected as necessary and presented to the scorekeeper, no further changes to the roster may be made. Players and substitutes not listed on the roster will not be permitted to play in the match.

(b) At least two minutes before the start of a match and prior to the signal indicating the expiration of the intermission between games, a coach or playing captain shall submit to the scorekeeper or the second referee a lineup of players in the service order each will play. Lineups will be submitted on the lineup sheets provided by the coach/scorekeeper. Players shall be listed on the lineup sheet in the floor position they shall occupy at the start of the game. After the lineup sheets have been received by the scorekeeper, no changes may be made. Errors in recording lineups on the scoresheet may be corrected if necessary due to a scorekeeper's error. Players listed on the lineup sheets may be replaced prior to the start of play through a substitution request by the designated coaches or playing captain under the provisions of paragraph (c) below. One of the players on the lineup sheet must be designated as the playing captain. Opponents will not be permitted to see the lineup submitted by the opposing team.

(c) Substitutions may be made on the request of either the playing captain or a designated coach when the ball is out of play. A team is allowed a maximum of twelve (12)* team substitutions in any one game. Before entering the game, a substitute must report to the second referee in proper playing uniform ready to immediately enter when authorization is given. If the requested substitution is not completed immediately, the substitution shall be cancelled and the

*See footnote p. 40

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team charged with a team delay (team yellow card). No additional request may be made until the next interval when the ball is out of play ball or a team has been granted a time out.

(d) The playing captain or designated coaches requesting a substitution(s) shall indicate the number of substitutions desired. If the coach or playing captain fails to indicate that more than one substitution is desired, the first or second referee shall permit only one substitute to enter and charge the team with an improper request. Following a completed substitution a team may not make a new request for substitution until the next interval when the ball is out of play ball or until a time out has been requested and granted to either team. During a legal charged team time out, any number of requests for substitution may be made by either team. Immediately following a time out period, an additional request for substitution may be made.

(e) A player shall not enter the game for the fourth time.* Starting the game shall count as an entry. Players starting a game may be replaced by a substitute and may subsequently re-enter the game twice. Each substitute may enter the game three times. Any number of players may enter the game in each position of the service order.* Players re-entering the game must assume the original position in the serving order in relation to other teammates. No change may be made in a player's position in the service order unless necessitated by injury requiring abnormal substitution under the provisions of paragraph (g) below. If an improper substitution request is made (i.e., excess team or player substitutions, second request for substitution during the same out of play ball period, etc.), the request will

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*This is a modification of the international rule. The applicable international rule is included here as an informational item only and is not the NAGWS rule:

(c) A team is allowed a maximum of six substitutions in any one game.

(d) A player starting a game may be replaced by any substitute (and may subsequently enter the same game once) but in the original position in the serving order in relation to other teammates. Only the original starter may replace a substitute during the same game.

(e) A substitute player who has already played, cannot re-enter the same game, except, if through accident or injury a team is reduced to less than six players, and team's six allowable substitutions have already been used.

be refused and the team charged with an improper request (Rule 4, Art. 8). No new substitution request may be made until the next out of play ball or one of the teams has been granted a time out.

(f) If a player becomes injured and cannot continue playing within 15 seconds, the player must be replaced by substitution or the team must take a time out if the player is to remain in the game. If the player is replaced, regardless of time required to safely remove the player from the court, no time out shall be charged.

(g) If through accident or injury a player is unable to play and substitution cannot be made under the provisions of paragraph (e) or if the team has used its allowable twelve team substitutions, such player may be replaced in the following priority without penalty:

(1) By the starter or substitute who has played in the position of the injured player if such starter or substitute has not already been in the game the allowable three times or by any player who has not already participated in the game;

(2) By any player on the bench who has not been in the game three times, regardless of position previously played;

(3) If all players have been in the game the allowable three times, by the substitute who previously played in the position of the injured player;

(4) By any substitute, even though all substitutes have been in the game the three allowable times. Players removed from the game under the abnormal substitution provisions of (g)(2), (3) or substitutes whose injury creates an abnormal substitution due to their inability to enter the game to replace an injured player will not be permitted to participate in the remainder of the game.

(h) If through injury or accident a player is unable to play and substitution cannot be made under the provisions of paragraph (e) or (g), the first referee may grant a special time out of up to three minutes. Play will resume as soon as the injured player is able to continue. In no case shall the special injury time out exceed three minutes. At the end of the special time out, a team may request a normal time out provided it has not already used its allowable two time outs. If after three minutes, or at the expiration of time outs granted subsequent

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to the special time out, the injured player cannot continue to play, the team is declared incomplete and loses the game by default, keeping any points acquired. A player may be granted only one 3-minute injury time out during a *match*. If a player becomes injured to the extent that a second injury time out would be required, the match shall be defaulted for the safety of the player.

(i) If a team becomes incomplete through expulsion or disqualification of a player and substitution cannot be made under provisions of paragraph (e) above, the team loses the game by default, keeping any points acquired.

ARTICLE 3. Wrong Position Entry or Player Illegally in Game. After the ball is put into play, if a player is found to be illegally in the game or entered in a wrong position in the service order, play must be stopped, the illegal player in the game replaced and the following corrective action taken:

(a) If the team at fault is serving at the time of discovery of the error, a side out shall be declared and all points scored during that term of service will be cancelled.

(b) If the team at fault has served a side out and discovery is *before* the opponents have served, all points scored by the offending team during that term of service will be cancelled.

(c) If the team at fault is receiving and discovery is *after* the opponents have served, all points previously scored by the offending team will be retained. The serving team will be awarded a point unless the error is discovered after the serving team has scored a point. In this case, no additional point will be awarded, the illegal player shall be replaced and play continued without further penalty.

(d) If it is not possible to determine when the error first occurred, the player(s) shall be replaced. If the offending team is serving, a side out shall be declared and only the last point in that term of service is removed. If the opponent is serving, they shall be awarded a point unless the play immediately preceding discovery of the illegal player resulted in a point.

(e) If correction of the error requires a substitution due to an illegal or wrong position entry of a player(s), neither the team nor player(s) will be charged with a substitution. In addition, any player or team substitutions charged at the time of the wrong entry shall be removed from the scoresheet as though they had never occurred.

Commentary on Rule 5

The Teams

ARTICLE 1. Uniforms.

1. Uniforms.

(a) A player must wear an identical number on the front and back of the shirt. This number may be between 1 and 99 inclusive with no duplicate numbers. Zero or double zero is not a legal number. No player shall participate without a legal number. Players shall wear numbers corresponding with numbers listed for them on team rosters submitted to the scorekeeper prior to the start of the match.

(1) When opponents have jerseys of the same color, it occasionally creates confusion as to the player who has committed a fault and the team for whom the player plays. Therefore, the home team should change colors if possible.

(2) Numerals must be in sharp contrast to the color of the jersey. Examples of appropriate combinations would be dark numerals on light jerseys, light numerals on dark jerseys, etc.

(3) In order to be clearly visible it is recommended that numbers be at least 1.27 cm (1/2") wide and of contrasting colors. Yellow on white is not legal.

(4) If in the opinion of the first referee, the number is not clearly visible to the scorekeeper, the team shall be penalized 1 point at the start of each game.

(b) The first referee cannot allow play unless the players' jerseys are numbered properly.

(c) Chest is interpreted to mean the numbers can be centered or may be to the left or right of center.

(d) All uniforms must meet the specifications in the rules. Identical uniforms are construed to mean only the shorts/briefs and jersey or a 1 piece uniform. When more than one player wears a t-shirt under their jerseys they must all be similar in style and color. A short sleeve shirt and a long

sleeve shirt are considered to be similar in style if the collar and trim are the same. Sweat pants or tights may be worn over or in place of the shorts/briefs if they are worn by all team members. All members of the team must wear identical sweat pants or all must wear identical tights.

(e) If uniform specifications are not correct, the following procedure will be taken:
   (1) Notify the captains or coaches of the violation.
   (2) Meet with captains (coaches for high school play) to determine whether a protest will be filed.
   (3) If filed, follow the protest procedure, and the match will be played.

Note: It is strongly recommended that when new uniforms are ordered the following specifications be met:
   (1) The numbers be located center chest and center back.
   (2) The numbers be solid and contrasting in color to the body of the jersey.
   (3) The numbers be at least 1.27 cm (1/2") wide at its narrowest point.
   (4) The number may not be any part of a design on the jersey.

2. **Jewelry, headgear and other articles.** Prior to the beginning of the match, the referees should inspect the wearing apparel of the players.
   (a) Jewelry is not permitted. String bracelets are considered jewelry and are not permitted. Earrings must be removed. Taping of earrings is not permitted, regardless of reason.
   (b) Headgear:
      (1) Hair barrettes are permitted as a means of securing the hair; it is not necessary that the barrette be taped.
      (2) A head sweatband or bandana worn as a sweatband is permitted; however, hats and other bandanas are not permitted.
      (3) Braided hair with beads must be secured so that it will not present a safety hazard to the player, teammates or opponents, in order to allow the player to play. Note: If play must be stopped to allow a player to remove jewelry or illegal equipment, that team shall be charged with a team delay (team yellow card).

(c) Other articles:

(1) If religious medallions or medical identifications are worn, these items must be removed from any chain and taped to the body. Emergency tags may be sewn into a player's jersey. Information regarding tags may be obtained by calling the National Office.

(2) The wearing of a hard cast on any part of the body is prohibited.

(3) The wearing of hard splints or other type of potentially dangerous protective device on the upper part of the body, arms or hands, shall be prohibited, regardless of how padded. The wearing of a soft bandage to cover a wound or protect an injury shall be permitted.

(4) The wearing of an air-filled type cast on the lower extremities or a protective type knee brace is permissible provided that all exposed metal and other hard parts are covered. A plastic "cast brace" on the ankle may be worn provided all plastic parts are fully covered. In tournament situations, approval to play while wearing a protective bandage or device should be granted by the tournament head official, to be in effect for the entire tournament.

(d) Prosthetic limb: Approval to wear a prosthesis limb may be requested from the NAGWS Volleyball Rules chair. The prosthesis should be padded to rebound as a natural limb and must not pose any greater danger of injury to the player and the other participants than a natural limb nor give the wearer any advantage in competition.

ARTICLE 2. Composition of Teams and Substitutions.

1. Required number of players.

(a) Under no circumstances may a team play with less than 6 players.

(b) NAGWS Rules do not limit the number of players a coach may list on the roster. Interscholastic and intercollegiate governing bodies may stipulate limitations of team rosters.

2. **Submitting lineups**. If a team fails to submit a signed lineup to the second referee at least 2 minutes prior to the start of the match or before the signal ending the rest period between games of a match, that team shall be sanctioned for a team delay (team yellow card). The second referee should make an effort to collect lineups and rosters prior to the deadline. After 15 seconds, if the lineup has not been submitted, an additional team delay is sanctioned (team red card). If after an additional 15 seconds, the lineup has not been submitted, the first referee shall default the game.
   (a) Opponents will not be permitted to see the lineup submitted to the scorekeeper by the opposing team prior to the start of play.
   (b) After a lineup has been received by the scorekeeper, no changes may be made in listed players or positions on the court unless a recording error or omission is made by the scorekeeper. Between the submitting of a lineup to the scorekeeper and the start of play for a game or match, teams may request substitution(s) to replace a player(s) listed on the lineup sheet. Such replacement shall count as both a player and a team substitution. There is no requirement for the replaced player to participate in a play before being replaced. Such requests shall be governed by the provisions of Article 2(e). A team delay (yellow card) would be charged to the team *only* if the substitution causes an *unusually long* or *deliberate* delay.
   (c) If a team has submitted its lineup and has listed a starting number which is not on the team roster, the team must substitute a legal player into that position for the phantom number. The entering player is charged one entry of the three allowed each player, and the team will be charged one of its twelve substitutes allowed each team.
3. **Substitutions**. Only the coaches designated on the roster and at the bench, or the playing captain on the court, may ask the referees for permission to make a substitution.
   (a) Failure to indicate that a multiple player substitution is desired shall limit the team to one substitute. In the event that more than one player attempts to enter, the additional

player(s) will be refused entry and the team charged with an improper request.

(b) After making a request and indicating the number of substitutions desired, if the coach or playing captain refuses to complete the substitution or reduces the number of substitutions to be made, the team shall be charged with a team delay. A new request for substitution may not be made until the next out of play ball. EXCEPTION: If a change of request is due to a referee's mind change, the request will be honored and no sanction will be charged.

(c) If the substitution is not made immediately and play is delayed, a team delay (team yellow card) will be charged to the offending team. A new request for substitution may occur during the next out of play ball, during a team time out or after a team time out. Subsequent team delays in the same game shall be sanctioned (team red card).

(d) It is not necessary to verbalize the players' uniform numbers. If the coach chooses to approach the court during substitution, the coach may not enter the substitution area and must return to the bench area before the start of play.

(e) Substitutes entering and leaving the court must wait by the side of the court in the designated substitution area until permission is given by the second referee for the exchange to be made.

(f) If a player or team member, other than the playing captain or designated coaches, makes a request for substitution, the request shall be denied (whistled), and the team is charged with an improper request.

(g) If a substitute enters the court without recognition by either referee, even if the substitute reported to the scorekeeper, the substitution is denied, and the team is charged with a team delay (yellow card). If the substitution is recognized but the proper procedure for entering the court is not followed, the team shall be charged a team delay (yellow card).

(h) Each time a player is replaced, with the exception of an illegal substitution, it shall count as an entry for the entering player. Each player may enter the game a maximum of three (3) times. Starting the game shall count as an entry.

(i) Each player entering the game legally, including an abnormal substitution, counts as one of the twelve (12) substitutions allowed to the team. If the team attempts to make a thirteenth substitution, the team shall be charged an improper request (request denied). Abnormal substitutions will be allowed even if the team has used all of its 12 substitutions.

(j) If a team has used 11 substitutions and makes a request for two substitutes, the 12th and 13th, this procedure should be followed:
  (1) Deny the substitution request, neither player may enter, and charge the team with an improper request.
  (2) A new request for a 12th substitution may be made after the next out of play ball, during a time out or after a time out.

(k) Players *attempting* to enter a game an excessive time, shall result in the request being denied and the team being charged with an improper request (Rule 4, Article 8a).

(l) Players *entering* a game an excessive time, not listed on the team roster, after having been expelled or replaced under the abnormal substitution rule for injuries shall result in the team being charged a team delay (Rule 4, Article 8).

(m) There is no restriction on the replacement of the server. The server may be replaced at any time just like any other player.

(n) At no time may an abnormal substitution be made for an expelled/disqualified player. Therefore, if all players have entered three times or the team has used all of its 12 substitutions and a player is then expelled/disqualified, that team is declared incomplete and must lose by default. The opponents are awarded at least 15 points, but a sufficient number to indicate a two-point advantage.

(o) A substitute does not have to play in any action before being replaced by another player. This can *only* occur during a out of play ball when a time out has been called by either team.

(p) All players listed on the roster are legal substitutes; therefore, a player who may potentially be designated as a red shirt player is in jeopardy of losing such status if there are no other legal substitutes.

4. **Injury**. When either referee notices an injured player, play shall be stopped immediately and a replay awarded. The referee (upon the request of the coach or trainer) may allow an immediate evaluation of the player. Within 15 seconds, the coach must decide whether the injured player will continue to play; if so, play is immediately resumed. If the injured player cannot resume play within 15 seconds, the coach must substitute or take a time out if the player is to remain in the game. (Rule 5, Art. 2(h) specifies when special 3 min. injury is used.) If a serious injury occurs, the coach must advise the second referee of the replacement for the injured player within the 15 second evaluation period. In that case, regardless of the time required to safely remove the seriously injured player, no penalty for delay will be assessed the team.

5. **Injured substitute**. If an injured eligible substitute is unable to enter the game to replace an injured player and such inability to enter creates a requirement for an abnormal substitution, the injured substitute may not participate in the remainder of the game. Players entering the game due to an abnormal substitution may not be replaced during the remainder of the game unless such a player becomes injured and must be replaced under the provisions of the abnormal substitution rule.

CHAPTER 3
RULES OF PLAY

Rule 6. Team Areas, Duration of Matches and Interruptions of Play

ARTICLE 1. Number of Games. Matches shall consist of the best three out of five games or may be modified to the best two out of three games.

ARTICLE 2. Choice of Team Area or Serve. Prior to the start of a match, the visiting playing captain will call the toss of a coin. The winner of the toss chooses: (a) serve/receive or (b) team area for the first game. The loser of the toss receives the remaining option.

ARTICLE 3. Choice of Team Area for Deciding Game. Before the beginning of the deciding game of a match, the first referee makes a new toss of the coin with the options described in Article 2. Before the coin toss is made, the playing captains have the option to agree not to change sides at 8 points.* The playing captain of the team not calling the toss of the coin for the first game shall call the toss of the coin for the deciding game.

ARTICLE 4. Change of Team Areas Between Games. After each game of a match, except when a deciding game is required, team members will immediately change playing areas and benches.

ARTICLE 5. Change of Team Area in Deciding Game of a Match. When teams are tied in number of games won in a match, and one of the teams reaches eight (8) points in a deciding game, the game shall continue without change of team areas by agreement of both playing captains before the deciding game coin toss.* If one playing captain does not agree, the teams shall be directed to change playing areas.

*This is a modification of International and U.S.A. Volleyball rules.

After change of areas, serving will be continued by the player whose turn it is to serve. In case the change is not made at the proper time, it will take place as soon as it is brought to the attention of the first referee. The score remains unchanged and is not a reason for protest.

ARTICLE 6. Time Between Games of a Match. A maximum interval of three (3) minutes is allowed between all games of a match, including the fourth and fifth games of a match. The interval between games includes the time required for change of team areas and submitting of lineups for the next game.

ARTICLE 7. Interruptions of Play. As soon as either referee notices an injured player or a foreign object on the playing area that could create a hazard or distraction to a player(s), play will be stopped and the first referee will direct a play-over.

ARTICLE 8. Interruptions of the Match. If any circumstances, or series of circumstances, prevent the completion of a match (such as bad weather, failure of equipment, etc.), the following shall apply:

(a) If the game is resumed on the same playing area within four hours, the results of the interrupted game shall remain the same and the game resumes under the same conditions (same team rosters, officials, score at the time of interruption, standings of completed games, etc.) as existed before the interruption.

(b) If a match is resumed on another playing area or in another facility within four hours, results of the interrupted game will be cancelled. The results of any completed game of the match will be counted. The cancelled game shall be played under the same conditions (same rosters, officials, games won and loss standing, etc.) as existed before the interruption.

(c) If the delay exceeds four hours, the match shall be replayed regardless of where played.

ARTICLE 9. Delaying the Game. Any act, which in the judgement of the first referee unnecessarily delays the game, may be sanctioned. (Rule 4, Art. 8b).

Commentary on Rule 6

Team Areas, Duration of Matches and Interruptions of Play

ARTICLE 1. Number of Games.

1. **Duration of matches.** Matches may consist of the best 2 out of 3 games when time available is a limiting factor or when teams are required to play several matches during one day. When only two teams are involved in competition, the best 3 out of 5 games is advocated. In special tournament competition situations where brackets, pools, round robins, etc., are the format, a set number of games may be the mode.
2. **Timed game.** In circumstances where the efficient management of a tournament or a series of matches requires adherence to a time schedule in order to complete thecompetitions, the timed game may be employed. Such timed games may be played on the basis of 8 minutes of ball-in-play-time or 15 points, with a 2 point advantage, whichever occurs first. Such basis must be established before the first game where round robins, a specific number of games, etc., are indicated as the format.

ARTICLE 2. Choice of Team Area or Serve.

Pre-match conference. A coach from each team may attend the pre-match conference with the officials and playing captains.

ARTICLE 4. Change of Team Areas Between Games.

At the end of each non-deciding game, the teams shall line up on their respective endlines. The first referee shall give the change of court signal. The teams shall proceed in a counterclockwise direction to the opposite endline, and the first referee shall immediately dismiss them to their benches. The team members off the court shall change team benches immediately.

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ARTICLE 5. Change of Team Area in Deciding Game of a Match.

1. **Changing team areas.** Changing team areas during the deciding game of a match must be done with a minimum of delay.
   (a) Players must assume the same positions they were in before changing team areas. The player who served last prior to the change shall continue to serve.
   (b) As soon as the change has been made, the scorekeeper and second referee make sure that the players are in the correct position.
2. **One game playoff.** A one game playoff shall be considered as a deciding game of a match. The playing captains shall have the option at the coin toss whether to change team areas or not at eight points. "Rally Point Scoring" shall not be used.

ARTICLE 6. Time Between Games of a Match.

1. **Time between games.** Unless both teams report to the end line prior to the expiration of the time between games, the teams shall have the full allotted time. The second referee shall blow a whistle 15 seconds prior to the expiration of the time between games.
2. **Promotional intermission.** If a promotional intermission is to be used, it will be between the second and third games, and shall be no longer than ten minutes in duration, including warmup time. The intermission shall include, in the absence of agreement between the teams, at least three minutes of warm-up time, and the court shall be shared during the warm-up time according to Rule 1, Art. 3, Comm. d. Each team is responsible for returning at the proper time. The visiting coach must be notified prior to the coin toss that the time between games two and three will be extended a specified number of minutes for promotional purposes. If the visiting team is not notified prior to the coin toss, the promotional intermission will not be allowed. The time of the intermission shall be visible on the scoreboard. Play shall begin when the time has expired.

ARTICLE 9. Delaying the Game.
Failure to play. At the beginning of the match and at the signal for the expiration of the allowable rest period between games, teams must report immediately to the end line of their team areas.

(a) If a team fails to report to the end line of their team court immediately upon the signal to begin the match or the signal indicating the expiration of the period between games, that team shall be charged with a team delay (Rule 4, Article 8b). After 15 seconds, if the team has not reported to the team court, a team delay penalty is charged (Rule 4, Artcile 8b). If after an additional 15 seconds, the team has not reported to the team court, the first referee shall default the game.

(b) A three-minute period shall begin immediately after a game has been declared defaulted by the first referee. During this period, teams shall change team areas and submit lineups for the next scheduled game.

(c) If the same team again fails to report to the end line within the provisions of (a) above, the match shall be declared a default by the first referee. A defaulted match shall be recorded as 2-0 or 3-0, depending upon the number of games scheduled.

Rule 7. Commencement of Play and the Service

ARTICLE 1. The Service.
The service is the act of putting the ball into play by the player in position #1 who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball into the opponent's team court.

(a) The first referee authorizes the service after having checked that the server is in possession of the ball and that the teams are ready to play. Any team not ready to play within a reasonable time shall be charged with a team delay.

(b) The server shall have five seconds after the first referee's whistle for service in which to contact the ball for service.

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(c) After being clearly released or tossed from the hand(s) of the server, the ball shall be cleanly hit for service. **Exception:** If, after releasing or tossing the ball for service, the server allows the ball to fall to the floor without being hit or contacted, the service effort shall be cancelled and a re-serve authorized without any delay. The server must contact the service within five seconds after the first referee authorizes the re-serve.

(d) At the moment the server contacts the ball for service or takes off for a jump service, the server must not touch the court nor the playing area outside the lines marking the width of the service area.

(e) If the ball is served before the first referee's whistle for service, the serve shall be cancelled and a re-serve directed. A second occasion during the same game by the same player results in a loss of service (illegal service).

ARTICLE 2. Serving Faults.

The referee will signal a change of service to the other team when one of the following serving faults occur:

(a) The ball touches the net;
(b) The ball passes under the net;
(c) The ball touches an antenna or does not pass over the net completely between the antennae or their indefinite extensions;
(d) The ball touches a player of the serving team or any object before entering the opponent's team court;
(e) The ball lands outside the limits of the opponent's team court.

ARTICLE 3. Illegal Service.

The service is illegal when:

(a) The player serves while in contact with the floor outside the service area;
(b) The player throws or pushes the ball for service;
(c) The player serves with two hands or arms;
(d) The player is not in the correct rotation order at the time of service;
(e) The player fails to toss or release the ball before it is hit for service;
(f) The player serves the ball prior to the first referee's whistle for a second time in the same game.
(g) The player fails to contact the ball within 5 seconds after the first referee's whistle for service.

ARTICLE 4. Term of Service.
A player continues to serve until the serving team commits a fault. A serving player may be replaced at any time during a term of service.

ARTICLE 5. Serving Out of Order.
If a team has served out of order the team loses the service and any points gained while serving out of order, if it is discovered before the opponent serves. The players of the team at fault must immediately resume their correct positions on the team court.

ARTICLE 6. Service in Subsequent Games.
The team not serving first in the preceding game of a match shall serve first in the next game of the match, except in a deciding game of a match (Rule 6, Art. 3).

ARTICLE 7. Change of Service.
The team which receives the ball for service shall rotate one position clockwise before serving.

ARTICLE 8. Screening.
The players of the serving team must not, through screening, prevent the receiving player from watching the server or the trajectory of the ball. Screening is illegal and a fault.

(a) A team makes a group screen when the server is hidden behind a group of two or more teammates who are standing in an erect position and the ball is served over a member(s) of the group.
(b) A player with hands extended clearly above the height of the head or with arms extended sideways at service shall be considered a screen if the ball passes over the player.

ARTICLE 9. Positions of Players at Service.
At the time the ball is contacted for the serve, the placement of players must conform to the service order recorded on the scoresheet as follows *(the server [position #1 on the serving team] is exempt from this requirement):*

(a) In the front or back row, the right player must have at least part of his or her foot closer to the right sideline than the feet of the center player and the left player must have at least part of a foot closer to the left sideline than the feet of the center player. Each front row player must have at least part of a foot closer to the center line than the feet of the corresponding back row player. After the ball is

contacted for the service, players may move from their respective positions.

(b) The serving order as recorded on the official scoresheet must remain the same until the game is completed.

(c) Before the start of a new game, the serving order may be changed and such changes must be recorded on the scoresheet. It is the responsibility of the coaches or playing captain to submit a signed lineup to the scorekeeper prior to the signal indicating the expiration of the authorized rest period between games of a match.

Commentary on Rule 7

Commencement of Play and the Service

ARTICLE 1. The Service.

1. **The service.** If the server releases the ball for service or tosses the ball for service but does not hit it and the ball touches some part of the server's body or uniform as it falls, this action is an illegal service and the serving team is penalized by loss of service.
   (a) If the server releases or tosses the ball in a service action and then allows it to fall to the floor without touching it, the first referee shall cancel the serve and without any delay signal a re-serve for which an additional five seconds is allowed. If the player does not serve within these time limits, the team is penalized by loss of service.
   (b) After the whistle for service, no other actions (requests for time-out, lineup check, etc.) may be considered until after the ball has been served, even if the request has been made after a server has initiated service action and legally permitted the ball to fall to the floor. A re-serve is considered to be a part of a single effort to serve and must be completed before any requests may be considered.
   (c) If a player serves the ball prior to the whistle for service, the service action shall be cancelled and a re-serve directed on the first such occasion. (Record in the comment section.) A second occuence, during the same game by the same player results in a loss of service (illegal service).

(d) The server is not allowed to delay service after the whistle for service, even if it appears that players on the serving team are in a wrong position or are not ready. Preliminary actions, such as bouncing the ball on the floor or lightly tossing the ball from one hand to the other, shall be allowed, but shall be counted as part of the five seconds allowed for the server to contact the ball for service.

(e) If the whistle has been blown for service and the server realizes she is the wrong server, the correct server must get into the service area and execute the serve within the original 5 seconds. However, if the wrong server has tossed the ball to serve, realizes the mistake and lets the ball fall to the floor, the referee must cancel the service attempt and signal a re-serve. The correct server may enter the service area and be issued a new whistle and a new 5 seconds to contact the ball for service. Should the ball be allowed to drop to the floor again by the legal server it would result in a loss of service.

(f) At the moment of service, the server's body may be in the air entirely forward of the end line provided the last contact with the floor was within the legal service area.

(g) If a service fault occurs (Rule 7, Art. 2) and the opposing team commits a positional fault at the moment of a legal service (Rule 7, Art. 9), the serving team scores a point.

(h) If an illegal service occurs and the opposing team commits a positional fault at the moment of service, the serving team is penalized by loss of service.

2. **Service for players 12 years or younger.** Where players 12 years or younger are in a competition, it can be considered a legal service if the ball is hit directly from the hand of the server, not necessarily dropped or tossed. Male and female players 12 years of age or younger shall be permitted to serve from behind a line seven meters from the center line and otherwise within the confines of the service area. Where these serves are acceptable, it should be established in advance or otherwise agreed upon mutually before competition starts and the officials notified. In such levels of team play, players should

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still be encouraged to develop the ability and skills necessary for a serve which does satisfy the requirements of the official rule.

ARTICLE 5. Serving Out of Order.

1. **Wrong server.** When it is discovered that a wrong player is about to serve the ball, the scorekeeper shall wait until the ball has been contacted for service and then blow a horn/whistle or stop the game in any manner possible and report the fault to one of the referees. Any points scored by the wrong server shall be cancelled, a side out declared and players of the team at fault must immediately resume their correct positions on their team court.
2. **Players out of correct serving order.**
   (a) When the error in position is committed by the serving team, the position error is corrected; all points scored during that term of service while the team was in the wrong position are cancelled and a side out is awarded.
   (b) If the side-out has been awarded, but the opponents have not served, the offending team shall lose all points scored during that term of service while in the wrong position. No point is scored by the team in possession. The position error is corrected.
   (c) If the opposing team has already served before the error in position is discovered, there is no loss of points by the offending team. A point is scored for the opposing team unless discovery of the error is immediately following a play in which the serving team scored a point. The position error is corrected.
   (d) If the team that is preparing to serve, before serving, is found to be out of serving order, the order is corrected and the game continues.
   (e) If during one term of service by a team, there are two different servers, one illegal and one correct server, and the error is discovered prior to a serve by the opponents, the offending team shall lose all points scored by the illegal server and all points scored by the subsequent legal server during that same term of service by that team; side

out shall be declared. If the correct server is the first server followed by an illegal server, points scored by the correct server are not lost, but any scored by the illegal server are lost and side out is declared.

3. **Requesting lineup check.** Playing captains or designated coaches may request verification of the service order of their team if done on an infrequent basis. Requests for lineup checks for opponents will be limited to determining whether or not the players are legally in the game. No information will be provided to disclose which opposing players are front row or back row players.

ARTICLE 8. Screening.

In order for members of the serving team to be called for a group screen at the moment of service, the players must be standing near each other in an erect position, the ball must pass over the area where the players were standing at the moment of contact of the ball for service and the players must prevent the opponent making the first team hit from seeing the contact of the ball for service and its trajectory. If a member of the serving team moves to take a position in front of an opponent after the first referee has blown the whistle for service, the player shall be given an individual sanction (red card) for unsporting conduct.

ARTICLE 9. Positions of Players at Service.

The position of players is judged according to the position of their feet in contact with the team court at the time the ball is contacted for service. A player who is not in contact with the team court will be considered to retain the status of the last point of contact with the team court. The service area is not considered to be a part of the court. All players, except the server, must be fully on the court at the time the ball is contacted for service (the boundary lines are considered part of court). Players in contact with the center line are governed by the provisions of Rule 9, Article 6. At the instant the server hits the ball for service, all players must be in their proper positions corresponding with the order noted on the scoresheet. A positional fault should be signalled by the referee(s) as soon as the ball has been hit by the server. Occasionally doubt may exist as to whether a player is a

front or back row player or in the correct serving position. In such cases, the referee may withhold the whistle and check the lineup sheet after the play has been concluded. If a check of the lineup sheet reveals that a player was out of position, the fault may be called, even though late.

Rule 8. Playing the Ball

ARTICLE 1. Maximum of Three Team Hits. Each team is allowed a maximum of three (3) successive hits of the ball in order to return the ball to the opponent's team area.

ARTICLE 2. Contacted Ball. A player who contacts the ball, or is contacted by the ball other than during blocking action, shall be considered as having played the ball and such action constitutes a team hit.

ARTICLE 3. Contact of Ball with the Body. The ball may contact any part of the body on or above the knee.

ARTICLE 4. Simultaneous Contacts with the Body. The ball may contact any number of parts of the body providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.

ARTICLE 5. Successive Contacts. A player may have successive contacts of the ball during blocking (Rule 8, Article 14) and during a single attempt to make the first team hit of a ball coming from the opponents, even if the ball is blocked, provided there is no finger action used during the effort, and the ball is not held or thrown. Any other player contacting the ball more than once, with any part of the body, without and intervening contact by another player, will be considered to have committed a fault.

ARTICLE 6. Held Ball. When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing or allowing the ball to roll on the body shall be considered to be a held ball.

ARTICLE 7. Simultaneous Contacts by Opponents. If the ball visibly comes to rest between two opposing players, it is a double fault and the first referee will direct a play-over.

(a) If the ball is contacted simultaneously by opponents and does not visibly come to rest, play shall continue.

(b) After simultaneous contact by opponents, a team shall have the right to three additional contacts.

(c) After simultaneous contact by opponents, and the ball lands outside a boundary line, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to land out of bounds.

ARTICLE 8. Ball Played by Teammates. When teammates contact the ball simultaneously other than during blocking action, this is considered as two team hits and neither of the players may make the next play on the ball.

ARTICLE 9. Attack Hit. An attack hit is an intentional effort to direct the ball into the opponent's team area in other than blocking action. A third hit by a team is considered to be an attack hit, regardless of intention.

(a) A served ball is not an attack hit.

(b) If a player near the net attacks the ball in such a manner that the ball is blocked back into the attacking player, this contact is considered to be a first team hit.

ARTICLE 10. Attacking the Serve. It is illegal for a player to attack a served ball while the ball is completely above the height of the net. This contact is not illegal, and the ball is not out of play until it passes the vertical plane of the net or is contacted by an opponent.

ARTICLE 11. Attacking Over Opponent's Team Court. A player is not allowed to attack the ball on the opponent's side of the net. If the ball is hit above the attacker's side of the net and the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, this action does not constitute a fault.

ARTICLE 12. Backline Attacker. A backline player who is forward of the attack line must contact the ball when part of the ball is below the level of the top of the net when returning the ball to the opponent's team area. The restriction does not apply if the backline player's foot

contact was clearly behind the attack line. After contacting the ball the player may land on or in front of that line. The contact is legal, and the ball remains in play until it crosses completely beyond the plane of the net or is legally contacted by an opponent before fully passing the plane of the net.

ARTICLE 13. Assisting a Teammate. No player shall hold a teammate who is making a play on the ball. It shall be legal for a player to hold a teammate who is not making a play on the ball in order to prevent a fault.

ARTICLE 14. Blocking. Blocking is the action close to the net that deflects the ball coming from the opponent's team area by contact with the ball before it crosses the net, as it crosses the net or immediately after it has crossed the net. An attempt to block does not constitute a block unless the ball is contacted during the effort. A blocked ball is considered to have crossed the net.

(a) Blocking may be legally accomplished by only the players who are in the front row at the time of service.

(b) Multiple contacts of the ball by a player(s) participating in a block shall be legal provided they are during one attempt to deflect the ball. Multiple contacts of the ball during a block shall be considered a single contact, even though the ball may make multiple contacts with one or more players of the block.

(c) Any player participating in a block shall have the right to make the next contact, with such contact counting as the first team hit.

(d) Back row players may not block or participate in a block, but may play the ball in any other position near or away from the block.

(e) Blocking a served ball is a fault.

(f) Blocking of the ball across the net above the opponent's team area shall be legal provided:

(1) The block is made after a player has attacked the ball.

(2) The block is made after the opponents have completed their three hits.

(3) The block is made after the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not touched by a player and no member of the attacking team is in a position to make a legal play on the ball.

(4) The ball is falling near the net and no member of the attacking team could reasonably make a play on it.

ARTICLE 15. Ball Contacting Top of Net and Block. If the ball touches the top of the net and a blocker above the net then returns to the attacker's side of the net, the attacker's team shall have the right to three team hits.

Commentary on Rule 8
Playing the Ball

ARTICLE 5. Successive Contacts.
In addition to blocking, successive contacts of the ball will be legal on any play which meets all of the following criteria:

(a) It counts as the first of three team hits.
(b) It is not an overhand play involving finger action on the ball.
(c) There is a single attempt to play the ball. Thus a player may legally successively contact a serve reception, the dig of a spike or tip, a retrieval of a block (whether blocked by an opponent or a teammate) or even a free ball. The speed of the ball is of no consequence. The flight of the ball after successive contacts is ignored. Lifts, carries, held balls and balls that roll on any part of the body are illegal.

ARTICLE 6. Held Ball.

1. **Ball Contact**. Contact with the ball must be brief. When the ball has been hit hard, or during setting action, it sometimes stays very briefly in contact with the hands of the player handling the ball. In such cases, contact that results from playing the ball from below, or a contact where the ball is received from high in the air, should not necessarily be

penalized. The following actions of playing the ball should not be considered as faults:

(a) When the sound is different to that made by a fingertip hit, but the hit is still played simultaneously with both hands and the ball is not held.

(b) When the ball is played with two closed fists on a second or third hit and the contact with the ball is simultaneous.

(c) When the ball contacts the open hand(s) and spins off the hand(s) backward without being held.

(d) When the ball is played correctly and the player's hands move backward, either during or after the hit.

(e) When a poorly hit ball is caused to rotate (such as a defective spike where the ball is not hit squarely causing the ball to spin or a set ball that is caused to spin due to improper but simultaneous contact). Faults that are seen to occur must be penalized. The first referee must only look at the part of the body making contact with the ball. The first referee should not be influenced by the position of the player's body before and after playing the ball. The rule makes no mention of any physical position in which the ball may not be played correctly. The rules allow the official to judge only the *contact* of the ball by the player. The flight of the ball has no bearing on the legality of the contact. The ball may be legally played from any body position and may be directed legally in any direction. A lateral set can be just as legal as a forward or backward set. The quick lateral "dump set" by a setter is an excellent offensive skill and should only be whistled dead if the ball is held, thrown or double hit, but not because the ball's flight was lateral, or had a flatter, more direct arc.

2. **Held ball on service receive.** Receiving a served ball with an overhead pass using open hands is not necessarily a fault. Such service receives must be judged the same as any open-handed pass. If the served ball is traveling in a low and relatively flat trajectory, receiving it with open hands and passing without holding the ball is extremely difficult. If the serve is high and soft, the pass can be made legally the same as any similar ball crossing the net after the service.

3. **Held ball on block.** A block may be illegal as a held ball if prolonged contact occurs.
4. **One hand set.** The one hand set shall be allowed the same length of contact as a two hand set.
5. **Power tip.** For a power tip to be legal, the ball must be given immediate impetus in one direction. A tip executed with prolonged contact and/or change of direction of the hand after the initial contact with the ball is not legal.

ARTICLE 7. Simultaneous Contacts by Opponents.

1. **Simultaneous contact between opposing players.** The rules are designed to ensure the continuity of play. During contact of the ball simultaneously by opposing players, the first referee must not blow the whistle unless the ball is momentarily suspended between the hands of opposing players and clearly comes to rest. In such case, the ball must be replayed without a point or change of service being awarded.
   (a) Simultaneous contact above the net by opponents does not count as a contact for either player and each are entitled to make the next contact, which will be the first of three allowed that team. However, if one team has already had three legal contacts and then participates in a simultaneous touch above the net with the opponents, that team has then committed a fourth contact and a penalty is imposed.
   (b) If after a simultaneous contact between opponents (not a held ball) the ball rolls along the net and contacts an antenna, this is a double foul, both teams having caused the ball to touch the antenna. A play-over is directed.
2. **Double fault.** The first referee must decide whether two or more faults that have been made and each signalled by one of the officials, occurred at the same time. If they did not occur simultaneously, the first referee must state which occurred first.

ARTICLE 8. Ball Played by Teammates.

When two players of a team attempt to play the ball at the same time, resultant action can cause the appearance of simultaneous contact. Referees must be positive that simultaneous contact has been seen before charging that team with two hits. If there is any doubt, only one hit should be called.

ARTICLE 12. Backline Attacker.

A backline player who is on or in front of the attack line or its extension may play the ball directly into the opponent's team area if, at the moment of contact, the ball is not completely above the level of the top of the net. If a backline player jumps from the floor clearly behind the attack line, the ball may be spiked or intentionally directed into the opponent's team area, regardless of where the player lands after hitting the ball.

(a) A ball contacted from above the height of the net (including a spiked ball) and directed towards the opponent's team area by a backline player on or forward of the attack line or its extension, does not become an illegal hit *until* the ball completely passes beyond the vertical plane of the net or is legally contacted by the opponents.

(b) On the first or second team hit, if a backline player on or in front of the attack line contacts the ball from above the height of the net and the flight of the ball is toward a teammate, the ball remains alive and in play if legally contacted by an opponent before the ball passes untouched fully beyond the vertical plane of the net. If the ball passes *untouched* fully beyond the vertical plane of the net it is a fault (illegal attacker). If the flight of the ball is toward the opponent's team court and is legally touched by an opponent above the net, the action is a fault (illegal attacker).

(c) If a backline player illegally attacks the ball into a backline blocker, it is a double fault.

(d) Simultaneous contact above the net between a backline attacker and an opposing backline blocker is a double fault.

ARTICLE 13. Assisting a Teammate.

A player may not play the ball while supported by a teammate or while being supported by grabbing the pole, cable, net supports or referee's stand. It is not a foul to play the ball while supported by any other object, e.g., chair, team bench, bleacher or wall. However, if a player steps on a chair, team bench, etc., one foot must remain on the floor while contacting the ball.

ARTICLE 14. Blocking.
Any ball directed towards the opponent's team area as an attack hit may be blocked by one or a group of opposing front row players. In order for player(s) to be in the act of blocking, some part of the body must be above the height of the net during the effort. Blocking action is terminated when a blocker contacts the floor and has no part of the body above the height of the net.

(a) If members of a composite block are to benefit from the rule allowing multiple contacts of the ball by blockers, they must be close to the net and close to each other at the time the ball is contacted. If one member of a composite block is above the height of the net during the effort, all members are considered as having been above the height of the net. If a player is attempting to block but is separated from the blocker contacting the ball, contact by the player will count as the first team hit.

(b) Players may take a blocking position with the hands and arms over the net providing no contact is made with the ball until after the opponents have completed an attack hit. Immediately after an attack hit, blockers may contact the ball in an effort to prevent it from crossing the net.

(c) Multiple contacts of the ball may be made by any player or players taking part in a block and shall constitute one contact of the ball. After such contact, the team is allowed three additional contacts to return the ball to the opponent's team area. The multiple contact is legal even if it can be seen that during the blocking action the ball has contacted in rapid succession:
  (1) the hands or arms of one player; or
  (2) the hands or arms of two or more players; or
  (3) the hands, arms or other parts of one or more players on or above their knees.

(d) If the ball touches the top of the net and the hands of an opposing blocker(s) who is above the net, the ball shall be considered to have crossed the net and been blocked. After such contact, the attacking team is allowed an additional three hits.

(e) Blockers may reach across the plane of the net outside the

antenna, but may not contact the ball over the opponent's team area. If contact of the ball over the opponent's team area is made while any part of the blocker or member of a composite block is outside the antenna across the plane of the net, the block is illegal.

(f) If a player near the net attacks the ball in such a manner that the ball is blocked back into the attacking player while still in the air, the attacking player is not considered to be a blocker. Therefore the contact with the attacker will count as the team's first hit and successive contacts will be legal.

(g) The first referee must decide whether the opposition's hit was really made first and whether the block followed. This means that in the case of simultaneous contact between the spiker and the blocker on the spiker's side of the net, the blocker's play is illegal and must be penalized by the first referee.

(h) If a front row player near the net and above the height of the net sometime during the action sets the ball in such a manner that the ball is legally blocked back into the setter, such contact shall be considered to be a block provided there is no attempt to play the ball by the setter. The team shall be permitted to make the first play on the ball after such contact. If the setter is a back row player, the player would become an illegal back row blocker on contact with the ball.

(i) If a back row player at the net, along with the blockers, attempts to block and is touched by the ball or the ball touches any of the players in that block, it is a fault, back row players not having the right to participate in a block. However, if the block containing the back row player does not touch the ball, the attempt to block is not considered to be a fault.

(j) A back row player, who is attempting to play a ball which is partially over the net *and* whose hands/body are above the net, shall be considered an illegal blocker *if* the ball is attacked or blocked by an opponent into the back row player (including simultaneous contact).

(k) A back row player, who is attempting to play a ball near the net and who is entirely below the top of the net, shall not be considered a blocker if the ball is attacked or blocked into the back row player by an opponent. This contact would be the first of three hits allowed to return the ball.

Rule 9. Play at the Net

ARTICLE 1. Ball in Net Between Antennae. A ball, other than a served ball, hitting the net between the antennae remains in play. If the ball touches the net after a team's three hits and does not cross the net, the first referee should not stop the play until the ball is contacted for the fourth time or has touched the playing surface. (See Rule 10, Comm. 2-1.)

ARTICLE 2. Ball Crossing the Net. To be legal, the ball must cross the net entirely between the antennae or their indefinite extension.

ARTICLE 3. Player Contact with Net or Antennae. If a player contacts the net or antennae during play, including that portion outside the antennae, with any part of the body or uniform, other than hair, it is a fault. If the ball is driven into the net with such force that it causes the net or antennae to contact a player, such contact is not a fault.

ARTICLE 4. Simultaneous Contact with the Net by Opponents. If opponents contact the net simultaneously, it shall constitute a double fault, and the first referee shall direct a play-over.

ARTICLE 5. Contact by Player Outside the Net. If a player accidentally contacts any part of the net supports, (e.g., a post, cable, the referee's stand, etc.) such contact shall not be a fault, provided that it has no effect on the sequence of play. If the stand, posts, etc. are intentionally grasped or used as a means of support, such action constitutes a fault.

ARTICLE 6. Crossing the Center Line. Contacting the opponent's team area with any part of the body except the feet is a fault. Touching

the opponent's team court with a foot or feet is not a fault providing some part of the encroaching foot or feet remain on or above the center line.

(a) It is not a fault to enter the opponent's team area after the ball has been declared out of play.

(b) It is not a fault to cross the extension of the center line outside the court.

(1) While across the center line extension outside the court, a player of the attacking team may play a ball that has not fully passed beyond the plane of the net. Opponents may not interfere with a player making a play on the ball.

(2) A player who has crossed the center line extension and is not making a play on the ball may not interfere with an opponent.

ARTICLE 7. Ball Penetrating or Crossing the Vertical Plane. A ball penetrating the vertical plane of the net over, below or outside the net, may be returned to a team's side by a player of that team provided the ball has not completely passed beyond the vertical plane of the net when such contact is made. Opponents have an equal right to play the ball when the ball is penetrating the vertical plane above the net.

Commentary on Rule 9
Play at the Net

ARTICLE 3. Player Contact with Net.
Inadvertent contact of the net by a player's hair caused by her turning movements which has no bearing on the play is not considered a fault.

ARTICLE 6. Crossing the Center Line.

1. **Crossing the center line.** It is not a fault to cross the center line onto the opponent's side of the net provided that no contact is made with the opponent's team court. While across the center line extension, a member of the attacking team is

permitted to make a play on the ball provided the ball has not passed fully beyond the vertical plane of the net at the time of contact.

2. **Contact with opponent's team court.** Contact with the opponent's team court may only occur with a foot or feet. Contacting the opponent's court with a hand, or other part of the body other than a foot or feet, is a fault. Contacting the opponent's team court with hair is not a fault. If a player lands on an encroaching foot of an opponent, such contact is ignored unless, in the first referee's judgment, the act is done deliberately to interfere with an opponent.
3. **Contact with opponent beyond the vertical plane.** If a player makes contact with an opponent beyond the vertical plane of the net, and if such contact is inadvertent, the contact shall be ignored. If the contact is intentional, it shall be penalized by the first referee without warning (individual red card).

ARTICLE 7. Ball Penetrating or Crossing the Vertical Plane.

1. **Ball crossing vertical plane of the net.** If a ball penetrates the vertical plane of the net over the net, under the net or outside the antennae, the attacking team is allowed to attempt to play the ball back into their team area, providing the ball has not fully passed beyond the vertical plane of the net at the time of contact. The opponents are not allowed to intentionally touch the ball under the net during such play. However, if the ball inadvertently contacts an opponent beyond the plane under the net, the ball becomes dead and is not considered to be a fault by the opponents. Once the ball penetrates the vertical plane above the net, the opponents have equal right to play the ball.
2. **Reaching over/under the net.** Contacting the ball over/under the net above the opponent's team area before the opponent's action to send the ball toward the opposite side is made, shall constitute a fault.
3. **Follow-through over the net.** A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the attacker's team area and then the follow-through crosses the net without touching the net, such an action does not constitute a fault.

Rule 10. Ball in Play/ Ball Out of Play

ARTICLE 1. Ball in Play. The first referee's whistle authorizes the service. The ball is in play when it is legally contacted for service.

ARTICLE 2. Ball Out of Play. A ball is out of play when:

(a) The ball touches an antenna or the net outside an antenna.
(b) The ball does not cross the net completely between the antennae.
(c) The ball strikes the floor, floor obstructions or wall.
(1) Ball 'in' - The ball is in when it touches the floor of the court including the boundary lines.
(2) Ball 'out' - The ball is out when the part of the ball which contacts the floor is completely outside the boundary lines.
(d) The ball contacts the ceiling or overhead obstruction at a height of 7 m (23') or more above the playing area, or any object above a nonplaying area.
(e) A player(s) commits a fault.
(f) A served ball contacts the net or other object.
(g) The first or second referee blows a whistle, even if inadvertently.
(h) A player causes the ball to come to rest on a rafter or other overhead obstruction that is less than 7 m above the height of the playing area.
(i) The ball contacts an object that is less than 4.5m (15') above the playing surface.
(j) The ball totally passes beyond the vertical plane under the net.
(k) The ball totally passes beyond the vertical plane of the net outside the antennae.

Commentary on Rule 10

Ball Out of Play

ARTICLE 2. Ball Out of Play.

1. **Ball contacting antennae.** If the ball contacts the antenna

above or below the height of the net, the ball is out of play.

2. **Inadvertent whistle.** The blowing of an inadvertent whistle causes the ball to be immediately out of play. In such cases, the first referee must make a ruling that will not penalize either team. For instance, if a player has hit the ball in such a manner that it is falling in an area where no other player could logically make a play on the ball, and if the referee blows the whistle before the ball has touched the playing surface, the ball is immediately out of play. In this case, the first referee should rule as though the ball had touched the playing surface at the time the whistle blew and a replay is not awarded. Another example is after a third hit with the ball striking the net near the top and the first referee inadvertently blowing the whistle. After the whistle, if the ball were to roll in such a manner that it crossed the net into the defending team's area, a play-over should be called by the first referee.
3. **Ball spiked outside antennae.** If blocked, a ball hit partially across the net and entirely outside the antennae is out of play by the attacking team.
4. **Whistles at approximately same time.** If the second referee blows a whistle in response to a request by a playing captain or coach at approximately the same time that the first referee blows a whistle for service, play shall be stopped and the first referee shall determine which whistle was blown first. If the whistle of the second referee was blown before, or simultaneously with, the whistle for service, the request will be granted. If the whistle of the second referee was after the whistle for service, the request will be denied, an improper request recorded and a new service effort directed.

Rule 11. Team and Player Faults

ARTICLE 1. Double Fault. A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, the first referee will direct a play-over.

ARTICLE 2. Faults at Approximately the Same Time. If faults by opponents occur at approximately the same time, the first referee shall

determine which fault occurred first and shall penalize only that fault. If it cannot be determined which fault occurred first, a double fault shall be declared.

ARTICLE 3. Penalty for Committing Faults. If the serving team, or a player of the serving team, commits a fault, a side out shall be declared. If the receiving team, or a player of the receiving team, commits a fault, the serving team shall be awarded a point.

ARTICLE 4. Team and Player Faults. A fault shall be declared against a team or player when:

(a) The ball touches the floor (Rule 10, Art.2).
(b) The ball is held, thrown or pushed (Rule 8, Art. 6).
(c) A team hits the ball more than three times consecutively (Rule 8, Art. 1).
(d) The ball touches a player below the knee (Rule 8, Art. 3).
(e) A player touches the ball twice consecutively (Rule 8, Art. 5).
(f) Members of a team are out of position at service (Rule 7, Art. 9).
(g) A player touches the net or antennae (Rule 9, Art. 3).
(h) A player completely crosses the center line and contacts the opponent's team court (Rule 9, Art. 6).
(i) A player enters an adjacent court and/or extended sidelines to play a ball (Rule 1, Comm. 1-6).
(j) A player enters a nonplaying area to play a ball (Rule 1, Comm. 1-2).
(k) A player attacks the ball above the opponent's playing area (Rule 8, Art. 11).
(l) A backline player on or in front of the attack line attacks the ball while it is entirely above the height of the net (Rule 8, Art. 12).
(m) A ball does not cross the net entirely between the two antennae (Rule 9, Art. 2).
(n) A ball lands outside the court or touches an object outside the court (Rule 10, Art. 2).
(o) The ball is played by a player being physically supported by a teammate (Rule 8, Art. 13).
(p) A player reaches under the net and touches the ball or an opponent while the ball is being played by the opponents (Rule 9, Commentary 7-2).

(q) A player commits an illegal block (Rule 8, Art. 14).
(r) A ball is illegally served or a service fault occurs (Rule 7, Art. 2; Rule 7, Article 3).

Rule 12. Scoring and Results of the Game

ARTICLE 1. When Point is Scored. When a fault is committed by the receiving team, a point is awarded to the serving team.

ARTICLE 2. Winning Score. A game is won when a team scores 15 points and has at least a two-point advantage over the opponents. If the score is tied 14-14, the play continues until one team has a lead of two points, etc., 16-14, 17-15, 18-16, etc.

Note: OPTIONAL SCORING METHOD.

1. Rule 12, Article 2. Scoring and Results of the Game. (Three out of five game match or two out of three game match.)
   a. Score for Non-Deciding Game. A non-deciding game (games 1 through 4 in the best of five match and games 1 and 2 in the best of three matches) is won when a team scores 15 points and has at least a 2 point advantage over the opponents. There will be no point cap on any game.
   b. Score for Deciding Game. The deciding games of the match shall use the "rally point" system with a point awarded at the conclusion of every rally, unless a play-over is directed. For example:
      (1) If the serving team wins a rally or the receiving team commits a fault, the serving team is awarded a point and continues to serve.
      (2) If the serving team commits a fault or the receiving team wins a rally, the receiving team receives a point and the ball for service.
      (3) The winning score shall be 15 points with at least a 2-point advantage over the opponents. There will be no point cap on this game.

ARTICLE 3. Score of Defaulted Game. If a team does not have sufficient players to start a game or fails to play after the first referee requests play to begin, that team shall lose the game by default. Score of each defaulted game will be 15-0.

ARTICLE 4. Score of Defaulted Game Due to Injury. If a game is defaulted due to a team being reduced to less than six players because of an injury, the defaulting team shall retain any points earned. The winning team shall be credited with at least 15 points or will be awarded sufficient points to reflect a two point advantage over the opponents.

ARTICLE 5. Score of Defaulted Game Due to Expulsion. If a game is defaulted due to expulsion or disqualification of a player, the defaulting team shall retain any points earned. The offended team shall be credited with at least 15 points or a sufficient number of points to indicate a two point winning advantage over the opponents.

ARTICLE 6. Refusal to Play. If, after receiving a warning from the first referee, a team refuses to play, the entire match is defaulted. The score for each defaulted game is 15-0 and the score for the match is 2-0, 3-0, depending upon the number of games scheduled for the match.

ARTICLE 7. Incomplete Team During Match. If a team is reduced to less than six players and cannot complete the remainder of a match, the opponents shall be awarded sufficient points and games necessary to win the match. The defaulting team keeps its points and games won.

Commentary on Rule 12
Scoring and Results of the Game

ARTICLE 2. Winning Score.

1. **Optional scoring method**. The optional scoring method may be selected for use in any match if:
   (a) It's use is specified by contract prior to the match, OR;
   (b) It is agreed upon by both teams at the match site, OR;
   (c) It is selected for use by a conference or association governing the match.

   In the absence of one of the above agreements, the regular scoring rules will be followed.

2. **Discrepancy in the score.** If there is a discrepancy between the scoring section and the running score column of the scoresheet, the scoring section shall be the official score. If there is a discrepancy between the scoresheet and the visible scoring device, the scoresheet shall be the official score.

ARTICLE 3. Score of Defaulted Game.

If a team defaults a game due to failure to have sufficient players to start a game at the scheduled time, the score shall be recorded as 15-0. Time-outs may not be called by the team until a legal number of players are present to play. If the home school or tournament director has been notified that the visiting team will be delayed due to circumstances beyond its control, the referee should delay or postpone the match for a reasonable time before starting the waiting period. A waiting time of up to 10 minutes shall be allowed for the team to have sufficient players to play the next game. If the team has six players present prior to the expiration of the waiting time, play shall begin immediately. If, after another 10 minute waiting period, a team does not have six players present and ready to play, the second game shall be declared a default. If the match consists of the best 3 out of 5 games, an additional 10 minute waiting period shall be allowed before declaring the match a default.

(a) If neither team has six players available at match time, each team shall be charged with a loss of one game by default. The next game, if played, would be the third game of the match.

(b) Score of each defaulted game is 15-0. Score of a defaulted match is 2-0 or 3-0, depending upon the number of games scheduled to be played.

ARTICLE 6. Refusal to Play.

For an official to default a match under Article 6, the act of refusal must be an unsportsmanlike act or a verbalization of refusal to play. For all the usual delaying tactics, charge the team with a team delay. See Rule 6, Commentary 9 and Rule 4 Article 8.

Rule 13. Decisions and Protests

ARTICLE 1. Authority of the Referee.
Decisions based on the judgments of the referees or other officials are final and not subject to protest.

ARTICLE 2. Protest Procedure.
Disagreements with interpretations of the rules must be brought to the attention of the first referee prior to the first service following the play in which the disagreement occurred. The playing captain of the protesting team may be the only one to bring the protest to the attention of the first referee. **Note:** The modification of Article 2 for scholastic and intercollegiate competition is that a time-out may be requested by the coach to protest any items listed in Commentary 2-3 of this rule.* If the first referee changes the protested decision the time-out will be charged to the official. If the protest decision stands, the time-out will be charged to the team. If this results in the team's third time-out, the team is penalized by awarding a point or side out to the opponent. The coach still has the option to file a written protest as described in Commentary 2-4 of this rule. If the explanation of the first referee following a protest lodged by the playing captain is not satisfactory, the playing captain may appeal to a tournament director or protest committee. If the protest cannot be resolved, the first referee shall have all pertinent facts of the protest recorded. After the facts of the protest have been recorded, the first referee will continue to direct the game and will forward a report later on the protest in question.

ARTICLE 3. Disagreement with Referee's Decision.
If a playing captain disagrees with a first referee's decision in the assessment of a sanction, such decision is not protestable, but the playing captain may state such disagreement in writing on the back of the official scoresheet after completion of the match.

* This is a modification of the international rule.

Commentary on Rule 13
Decisions and Protests

ARTICLE 1. Authority of the Referee.
Protest involving the judgment of a referee or other official will not be given consideration. Some of these items are:

(a) Whether or not a player on the court was out of position at service.
(b) Whether or not a ball was held or thrown.
(c) Whether or not a player's conduct should be penalized.
(d) Any other matters involving only the accuracy of an official's judgment.

ARTICLE 2. Protest Procedure.

1. **Team protest.** If a protest is lodged by a playing captain it must be accepted by the first referee as long as it is a protest of an interpretation or application of a rule. Judgment calls (whether an action happened or not or was a legal skill) are not protestable.
2. **Protested game.** If the protesting team wins the game in which the protest is made, the protest is then nullified. If the team later loses the match there is no basis for protest because it won the protested game. Regardless of the outcome of the match, the facts of the protest must be forwarded to the NAGWS Rules Interpreter for review.
3. **Protest matters to be considered.** Matters that shall be received and considered by the first referee concern:
   (a) Misinterpretation of a playing rule.
   (b) Failure of a first referee to apply the correct rule to a given situation
   (c) Failure to impose the correct penalty for a given violation.
4. **Protest mechanics.**
   (a) Playing captain lodges protest or coach calls a legal time-out to lodge protest.
   (b) Stop game.
   (c) Consult rulebook with referees, coaches and playing captains for correct decision.

(d) If there is no rule to cover the situation the first referee has the power to make the final decision (Rule 14).
(e) Record facts (as in Commentary 2-5).
(f) If the dispute is still unresolved after discussion, the match resumes under protest. Regardless of the decision made and the match outcome, the facts of the protest should be forwarded to the NAGWS Rules Interpreter for review.
(g) If a protest of an interpretation of a rule has not been settled satisfactorily by the courtside conference the protesting team, at the conclusion of the match, shall make a full report to its governing body or the NAGWS Rules Interpreter for a final decision. If the protest is judged by the governing body or NAGWS rules interpreter to be valid, begin the protested game again from the point of the protest and replay the remainder of the match to conclusion. *The decision to replay a valid protest would ultimately rest with the two opposing teams and their governing body(s).*

5. **Recording facts.** The following facts should be recorded on the scoresheet concerning any protest situation:
   (a) Score of the game at the time of the protest.
   (b) Players in the game at the time of the protest and their positions on the court.
   (c) Player substitutions and team substitutions made prior to the protested situation.
   (d) Team time outs charged prior to the protested situation.
   (e) A synopsis of the situation that caused the protest and the rule violated or omitted or the penalty improperly imposed.
   (f) Signatures of the scorekeeper, both playing captains, and the first referee, to indicate that the facts have been correctly recorded.
6. **Protest committee.** Under tournament situations there should be a protest committee or interpreter who shall make final decisions on protests pertaining to rule interpretation. Play should be suspended until a decision has been made on the protest by this committee or interpreter. This decision will be final.

7. **Ruling of the protest committee and effect.** The committee, after hearing the facts of the protest, may rule that the protest is valid and will be upheld or that the protest is not valid and will be denied. If the protest is upheld, the game will be replayed from the point immediately preceding the play which prompted the lodging of a protest. If the protest is denied the score and situation will remain as though the protest had never been lodged.

CHAPTER 4
OFFICIALS AND THEIR DUTIES

Note: Chapter IV is included as a guideline for officials and shall not be construed to be a part of the official playing rules subject to protest by teams. The minimum number of officials needed for a match is five (first referee, second referee , scorekeeper and two line judges).

Rule 14. The First Referee

ARTICLE 1. Authority of the First Referee.
The first referee is in full control of the match and any judgment decisions rendered by the first referee are final. The first referee has authority over all players and officials from the coin toss prior to the first game of a match until the conclusion of the match, to include any periods during which the match may be temporarily interrupted, for whatever reason.
ARTICLE 2. Questions Not Covered by Rule.
The first referee has the power to settle all questions, including those not specifically covered in the rule.
ARTICLE 3. Power to Overrule.
The first referee has the power to overrule decisions of other officials when, in the first referee's opinion, they have made errors.

ARTICLE 4. Position of First Referee during Match. The first referee shall be located at one end of the net in a position that will allow a clear view of the play. The referee's head should be approximately 50 cm (19 1/2") above the top of the net.

ARTICLE 5. Penalizing Violations. In accordance with Rule 4, the first referee penalizes violations made by players, coaches and other team members.

ARTICLE 6. Use of Signals. Immediately after blowing the whistle to stop play, the first referee shall indicate by use of hand signals the nature of the fault and the result of the play (point, side out, play-over, etc.)

ARTICLE 7. Ending Play. Play ends whenever the first referee blows a whistle.

Commentary on Rule 14
The First Referee

ARTICLE 1. Authority of the First Referee.

1. **Referee responsibility.** The first referee is responsible for the conduct of the coaches, players and other team personnel. Under no circumstances will the first referee allow incorrect or unsporting behavior or rude remarks.
   (a) Only the first referee is empowered to warn, penalize, expel or disqualify a member of a team.
   (b) If the playing captain asks in a proper manner, the first referee must give the reason for a penalty, expulsion or disqualification and must not allow any further discussion except to allow the playing captain to communicate quickly with the coach the reason for the sanction. Should there be a disagreement (not a protest) pertaining to a sanction assessed by the referee, playing captains may state their case in writing on the scoresheet after completion of the match.

2. **Authority of the referee.** Although the referee is in full control of the match and any judgment decisions rendered are considered final, this in no way relieves the right of the playing captains to protest and record matters allowed under the provisions of Rule 13, Art. 2.
3. **Interrupting play.** Each action is considered finished when the first referee blows a whistle, other than that to indicate service. Generally speaking, the first referee should only interrupt the play when certain that a fault has been committed and should not blow the whistle if there is any doubt. Should a player make an honor call, the first referee shall accept the call unless there is a definite reason to believe that the player was mistaken, e.g., the net being forced into the player's arms by the momentum of the ball.
4. **Crowd control.** Noise caused by artificial noisemakers, air horns or electric amplifiers shall not be permitted in the playing and spectator areas. Bands may not play while the game is in progress. The responsibility for crowd control rests with the host school. The Athletic Director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators. Should the first referee notice or be notified (by the playing captain) that there is a problem whereby the crowd is affecting playing conditions on the court, the first referee shall:
   (a) Temporarily suspend play.
   (b) Instruct the second referee to communicate the problem to the host head coach.
   (c) The host head coach shall seek assistance of the host administrator on site who rectifies problem. If no administrator is present, the responsibility then rests with the host head coach. Play remains suspended until the situation is corrected.
5. **Suspending the match.** Should an interruption occur, particularly if spectators should invade the playing area, the referee must suspend the match and ask the organizers and the

playing captain of the home team to re-establish order within a set period of time. If the interruption continues beyond this period of time, or if one of the teams refuses to continue playing, the first referee must instruct the other officials to leave the court along with the first referee. The first referee must record the incident on the scoresheet and forward a report to the proper authority within 24 hours.

6. **Ball touching the block.** The decision whether or not a ball that went out did or did not touch the block, *is made by either referee and the line judges* . In fact, the first referee should look at the second referee and all four line judges to see if any of them is signaling a touch by a player(s) before awarding a point or loss of service. It is not good refereeing to ask the blockers, after protests from their opponents, whether or not they touched the ball. This should not be done.
7. **Verification of scores.** Verification of the score sheets is not the responsibility of the first referee. The second referee shall ensure that the deciding point has been recorded. The score is officially verified (signed) by the scorekeeper. The first referee must ensure that the officials' names appear on the first game scoresheets. Signatures by referees are no longer required.

ARTICLE 3. Power to Overrule.

1. **Overruling officials.** If the referee is certain that one of the other of officials has made an incorrect decision, the first referee has the power to overrule that official and apply the correct decision. The only time the first referee may call (whistle) illegal alignment on the receiving team is when the second referee fails to make the call after having a conference with the first referee regarding the positioning of the same player. If the first referee feels that one of the other officials is not correctly fulfilling the duties as outlined by the Rules, the referee may have the official replaced.
2. **Communication of referees.** During the match, the first referee should frequently look at the second referee, who is positioned opposite and facing the first referee, to see whether the second referee is signalling a call, e.g., four touches, consecutive touches by the same player, etc. Refer to Referee Communication Section for clarification.

ARTICLE 4. Position of First Referee During Match.
Between games of the match. It is recommended that the first referee remain on the stand during the entire match except in the event of a protest, personal reasons, scoring difficulty which the second referee is unable to settle and the promotional intermission between games 2 and 3.
ARTICLE 5. Penalizing Violations.
Reporting of rude remarks. Other officials (second referee, scorekeeper and linesmen) must immediately report to the first referee any rude remark that is made by a player or team member about an official or opponent.
ARTICLE 6. Use of Signals.
1. **Signaling service.** The first referee will blow a whistle at the beginning of each play to indicate that service shall begin and at any other time judged to be necessary, and shall supervise the rotation, order and positions of the serving team at the time of service.
2. **Time outs.** At the conclusion of each time out the first and second referee shall signal the number of time outs taken.

Rule 15. The Second Referee

ARTICLE 1. Position during Match. The second referee shall take a position on the side of the court opposite and facing the first referee.

ARTICLE 2. Assisting the First Referee. The second referee shall assist the first referee by making calls such as:
(a) Faults of the center line and attack line.
(b) Contact with the net by a player.
(c) Contact of the ball with an antenna or the ball not crossing the net entirely inside the antenna on the second referee's side of the court.
(d) Foreign objects entering the playing area and presenting a hazard to the safety of the players.

(e) Faults by back row attacker/blocker.
(f) Signal, but do not whistle, contact of the ball with the floor or with any object outside the court when the first referee and the line judges are not in position to see the contact.
(g) Performing duties in addition to those outlined when instructed to do so by the first referee.

ARTICLE 3. Keeping Official Time. The second referee shall be responsible for keeping of official time of warm-up periods before the match, time-outs and intervals between games of a match.

ARTICLE 4. Conduct of Participants. The second referee shall supervise the conduct of team members on the bench and shall call to the attention of the first referee any unsporting actions of players or other team members.

ARTICLE 5. Supervision of Substitutions. The second referee shall authorize substitutions requested by playing captains or coaches of the teams.

ARTICLE 6. Service Order of Teams. The second referee shall verify at the beginning of each game that players of both teams are in positions corresponding with the lineups submitted to the score-keeper. The second referee shall supervise the rotation and positions of the receiving team at the time of service.

ARTICLE 7. Giving Opinions. The second referee shall give opinions on all matters when requested to do so by the first referee.

ARTICLE 8. Ending Play. Play ends when the second referee blows a whistle.

Commentary on Rule 15

The Second Referee

ARTICLE 2. Assisting the First Referee

1. **Control of the ball.** The second referee shall be responsible for the ball during interruptions of play.
2. **Replacing the first referee.** Should the first referee suddenly

be indisposed, it shall be the responsibility of the second referee to assume the responsibilities and duties of the first referee.

3. **Assisting the first referee.** The second referee shall whistle only when she/he is positive that the back row blocker or attacker is illegal. The second referee will make calls and perform duties in addition to those outlined when instructed to do so by the first referee.
4. **Between games of the match.**
   (a) Take possession of the ball.
   (b) Immediately take lineup sheet to the coach of each team;
   (c) Return the lineup sheets from the coaches to the scorekeeper in time to see that the three minute intermission is not delayed.
   (d) Prior to the deciding game of the match, toss the coin with the playing captains at the request of the first referee to determine choice of serve/receive or side of court.

ARTICLE 3. Keeping Official Time.

Keeping official time. It is the responsibility of the second referee to keep the official time during warm-up periods before the match, time outs and between games of a match. At the end of each time out, the second referee will signal the first referee the number of time outs that have been charged to each team.

ARTICLE 5. Supervision of Substitutions.

The second referee will authorize a substitution when the substitute is ready to enter the game. Before allowing the substitute to enter the court, the second referee will make certain that the scorekeeper has the necessary information to properly record the substitution. Although the ultimate responsibility for such information rests with the coach, the second referee shall notify the coach(es) when a player has entered the game for a third time, or the number of team substitutions beginning with the 9th team substitution.

ARTICLE 6. Service Order of Teams.

1. **Scoresheet.** The second referee must ensure that the names of the officials appear on the first game scoresheet.
2. **Prior to the match.** The second referee shall verify that the team rosters are correct. Once the necessary changes have

been made, the rosters are submitted to the scorekeeper. At least five minutes before the scheduled match time, the second referee takes the lineup sheets to the coaches and returns the lineup sheets to the scorekeeper at the beginning of the last two minutes of team warm-ups to ensure that the start of the match will not be delayed.

3. **Verifying lineups.** It is the duty of the second referee to use the official lineup sheets submitted by the teams to verify that the lineups are correct at the start of the game. Without unnecessarily delaying the game, the second referee, along with the scorekeeper, may again verify player positions when teams change team areas at 8 points in the deciding game.
4. **Giving information to playing captains.** Upon request of a playing captain or coach, the first referee may direct the second referee to verify that the correct player is serving. No direct identification of opposing players will be given to the playing captain. Requests for such information by playing captains will be limited to infrequent occasions. If it is found that the wrong player is the server, the first referee will direct the second referee and scorekeeper to correct the error.

ARTICLE 8. Ending Play.

Acknowledgment of scores. At the end of each game, the second referee acknowledges that the winning point has been recorded and indicates end of game to the first referee.

Rule 16. The Scorekeeper

ARTICLE 1. Position During Match. The scorekeeper's position is on the side of the court opposite the first referee and behind the second referee.

ARTICLE 2. Recording Information. Prior to the start of a match, the scorekeeper will clearly print the names of the first referee, second referee and scorekeeper on the scoresheet. The scorekeeper will obtain the lineup sheets from the second referee and record

the jersey numbers of the starting players on the scoresheet. Once a lineup or a team roster has been submitted to the scorekeeper, no changes may be made, except due to scorekeeper's error or substitution. Between games of a match the scorekeeper reminds the second referee to obtain new lineups from playing captains or coaches in order to properly record any changes in the lineups. In addition, the scorekeeper

(a) Records the scores as the match progresses.
(b) Makes sure that the serving order and rotation of players is followed correctly.
(c) Carefully checks eligibility of substitutes before authorizing their entry into a game.
(d) Records substitution information on the scoresheet.
(e) Records time-outs and notifies the referees of the number of time-outs which have been charged to each team.
(f) Records all information for a protest.

ARTICLE 3. During Deciding Game of Match. If teams elect to change team areas during the deciding game of a match, the scorekeeper signals the referees when one of the teams has scored an eighth point and indicates that the teams should change team areas.

ARTICLE 4. Verification of Final Score. At the conclusion of a game, the scorekeeper verifies the final results of the game by signing the appropriate block on the scoresheet.

Commentary on Rule 16

The Scorekeeper

ARTICLE 2. Recording Information.

1. **Giving information to teams.** The scorekeeper, when requested to do so by one of the referees, must tell either of the coaches or playing captains the number of substitutions and time-outs that have been charged to their team. Beginning with the 9th substitution by either team the scorekeeper shall notify the second referee of the number of substitutions used. The scorekeeper shall also notify the second referee

when a player enters the game for a third time. Information pertaining to opponents will not be given to a coach or playing captain by the scorekeeper.

2. **Lineups.** Prior to the start of each game of a match, the coach or playing captain must submit a lineup to the scorekeeper on the official form provided. Opponents will not be permitted to see the lineup submitted by the opposing team prior to the start of play. The scorekeeper records the serving order listing the RB player first on the scoresheet for both the serving and receiving teams. An R will be recorded next to the RB player for the receiving team indicating that this player will rotate without serving.
3. **Recording warnings and penalties.** All warnings and actions penalized by loss of service, by a point for the opposite team or the expulsion/disqualification of a player or team member for a game or match, must be recorded on the scoresheet.
4. **Order of service.** The scorekeeper must control the order of service. If a wrong server is in the service position at the time the referee whistles for service, the scorekeeper shall wait until the ball is contacted during service and then sound a horn/whistle and notify the referees of the fault.
5. **The Score.** The scorekeeper must record each point made by a team. The scorekeeper must make sure that the score on the visible scoreboard agrees with the score recorded on the scoresheet. The official scorekeeper does not operate the scoreboard, it is operated by a person who is not one of the match officials. In the event of a discrepancy, the scoresheet shall be official, and the discrepancy is not grounds for protest by a team.

ARTICLE 3. During Deciding Game of Match.

Verifying line-ups. When teams change team areas at 8 points of the deciding game, the scorekeeper along with the second referee may verify that all players are in their correct positions without unnecessarily delaying the game.

Rule 17. The Line Judges

ARTICLE 1. Position During Match. During the match, the line judges will be stationed:

(a) With two line judges, they must be placed diagonally opposite each other, one at each end of the court at the corner away from the service area near the intersection of the end line and sideline.

(b) With four judges, one line judge shall be placed opposite each service area with the sideline extended approximately 2 m behind the end line. One line judge shall be placed approximately 2 m outside the sideline nearest the service area of each team playing area in line with the end line extended. Each line judge watches the line to which assigned.

ARTICLE 2. Duties. The line judges shall signal the first referee when:

(a) a ball lands inside or outside the court.

(b) a player or server commits a line violation.

(c) a ball touches, crosses over or passes outside the antennae.

(d) a ball contacts a player before going out of bounds.

ARTICLE 3. Flags. The use of flags by line judges shall be at the discretion of the host team of the tournament director.

Commentary on Rule 17
The Line Judges

ARTICLE 1. Position During Match

1. **Appropriate position**. During the match, the line judges shall be standing in their assigned area and shall move from those areas for the purpose of avoiding interference with players playing the ball or to better observe a ball crossing the net near an antenna. During time-outs the line judges should stand on the midpoint of the endline nearest them. Between games, the line judges should have a designated neutral area where they can be seated.

2. **Number of line judges**. For important competitions, it is recommended that four line judges be used.

ARTICLE 2. Duties.

1. **Signaling the first referee**. Whenever a line judge needs to attract the attention of the first referee due to a fault committed be a player, or to a rude remark made by a player, the flag or hands shall be used above the head and waved from side to side.
2. **Foot faults**. The line judges' responsibility for foot fault errors has been expanded to include other players on the court. If a player is touching the floor outside the court at the time the ball is contacted for service, the line judge should notify the referees.
3. **No see signal**. Line judges are encouraged to give the "no see" signal when they fail to see the action in question.

RULE INTERPRETATIONS

To receive an official written rules interpretation, call--with a follow-up written request-- or write directly to:

MARCIA ALTERMAN, Rules Interpreter
223 S. Pine Grove
Wichita, KS 67209
1-800-245-7853
316-263-2033 (FAX)

If you need a qualified official or wish to become a volleyball official, refer to the Volleyball Contact for your state listed on page 176 of this guide.

Definition of Skills and Fouls

Skills

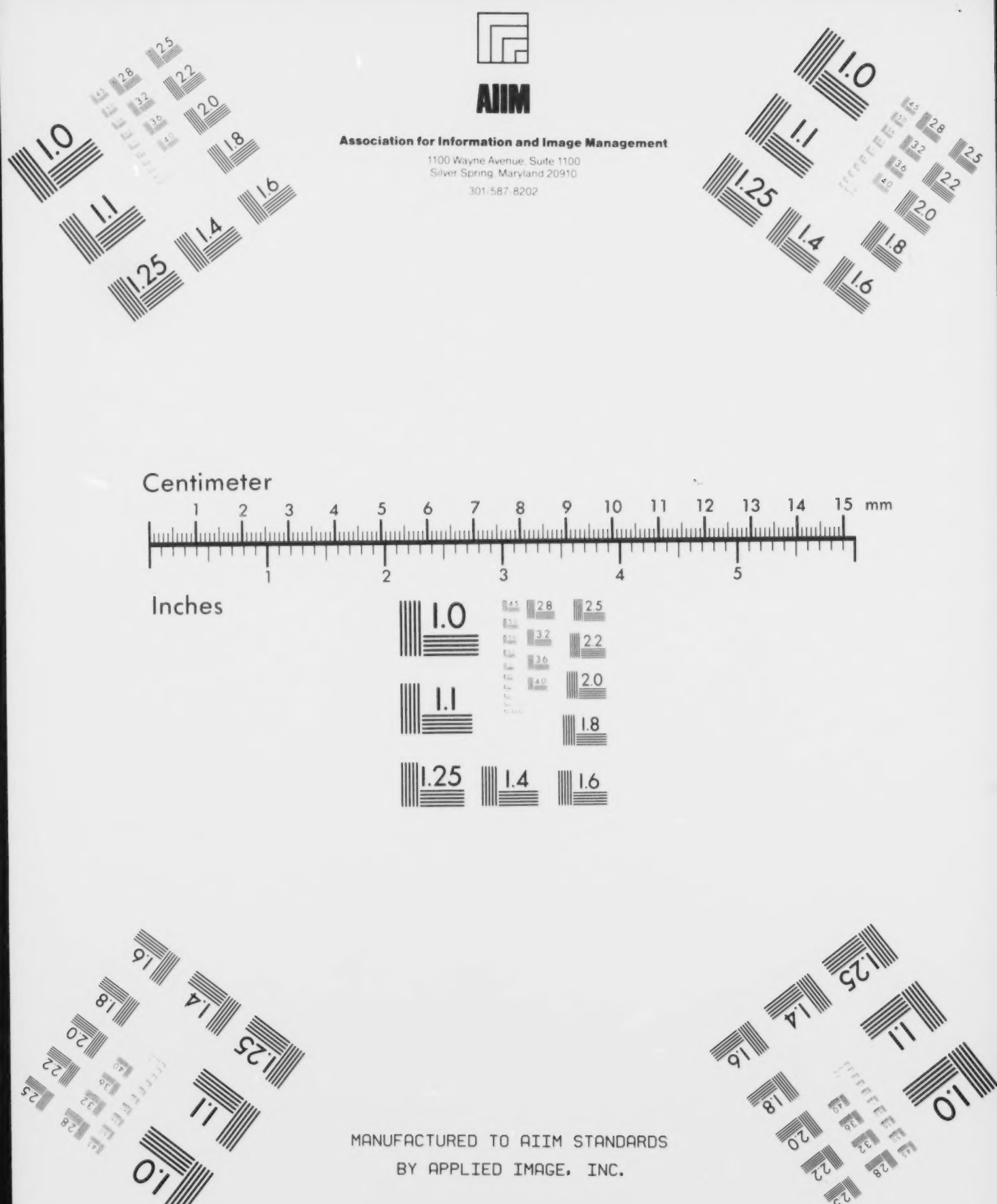
1. *Block* the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball either before, during or immediately after it crosses the net. A player must have some part of the body higher than the net during the action and before returning to the floor to be considered a blocker.
2. *Tip:* a fake spike. An attempt to deceive the defensive team by lightly tipping or strategically placing the ball into an open area of the court using a one-handed or two handed (open or closed) action. Note: In order to make this play effective, the length of contact with the ball must be enough to direct the ball but not so long that the ball is carried or thrown.
3. *Pass:* generally the first play by a team relaying the ball to its setter.
4. *Set:* generally the second play by a team relaying the ball to its spiker.
5. *Spike:* a legally played ball (other than a serve) which is hit forcibly from a height greater than the top of the net.
6. *Attack hit:* a hit by a player in an intentional effort to direct the ball into the opponent's court. A third hit by a team is considered to be an attack hit, regardless of intention.

Fouls

1. Double hits
   a. Setting: The hands hit the ball unevenly. The ball is seen to wobble or bounce in the hands.
   b. Passing: The arms are seen to hit the ball with two distinct contacts on a second or third team hit.
2. Mishandled ball
   a. Setting: The hands are seen to hold, carry, lift or push the ball with extended contact. Note: The one hand set should be judged the same as a two hand set.
   b. Passing: The ball is seen to have prolonged contact with the arm(s) or arms and chest.
   c. Tipping: The ball is seen to be thrown or carried with prolonged contact. **Note:** Power tipping should not be judged differently in that prolonged contact and/or change of direction after the initial contact of the ball are not legal.
   d. Spiking: Catching or throwing the ball with prolonged contact. Be cautious of calling too tightly the slightly longer, but legal, contact of the off-speed spike.

Summary of Penalties

Rule	Situation	Penalty	Signal
1	Player causes ball to contact ceiling or other object at heights greater than 7 m (23').	Fault. Ball out of play. Point or side out.	24 & 14
1	Player causes ball to contact ceiling or other object at heights less than 7 m (23')	1. Ball remains in play if object is above 15'. 2. Stop play when any ball rebounds off unusually low obstructions (15' or less).	None 11 or 14
1	Ball contacts ceiling or other object at heights of 7 m (23') or less above playing surface and rebounds into opponent's court.	Fault. Ball became dead when it passed plane of net. Point or side out.	24 & 14
1	Served ball contacts unusually low obstruction (15' or less) above playing surface.	Fault. Side out.	14 & 3
1	Player(s) enters an adjacent competitive court.	Point or side out.	7
4	All designated bench personnel participate in discussion during time-out.	No Fault.	None
4	Non captain addresses officials concerning decisions.	1. Warning (yellow card). 2. If situation persists, penalize (red card) point or side out.	25Y 25R
4	Yelling at opponents during play.	Penalty (red card) point or side out if distraction causes fault.	25R
4	Making derogatory remarks to officials, opponents or spectators.	Expulsion for game (red and yellow cards together) or disqualification for the match (red and yellow card separated)	26 27
4	Clapping hands while teammate is receiving served ball.	Penalty (red card) point or side out.	25R
4	Rude remarks to officials, opponents or spectators during game.	Penalty (red card) point or side out.	25R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Rule	Situation	Penalty	Signal
4	Rude remarks to officials, opponents or spectators between games of a match.	Any misconduct between games of a match will be assessed to the game following such misconduct.	25R
4	Person other than coaches or playing captain requests time out.	Request denied. (Improper request).	28A
4	Coaches or playing captain makes third request for time out.	Request denied. (Improper request).	28A
4	Coaches or playing captain makes fourth request for time out.	Request denied. (Second improper request) Team yellow card.	28BY
4	Failure of team to return to play immediately upon signal indicating the end of a time out period.	1. Charge team with team delay. (Team yellow card) 2. After 15 seconds, second team delay is charged. (Team red card) 3. If team still fails to immediately resume play default the game 15-0.	28BY 28BR 30
4	Disqualified or expelled person refuses to leave the designated area.	1. After one minute warning, the captain who disqualified person must immediately leave the area. Team delay warning (yellow card). 2. Failure to comply within 15 seconds will lead to a defaulted game, 15-0.	28BY 30
5	Failure of team to submit lineup before first game of match or before expiration of intermission between games of a match.	1. Charge team with team delay. (Team yellow card) 2. After 15 seconds, second team delay is charged. (Team red card) 3. After an additional 15 seconds, default game, 15-0	28BY 28BR 30
5	A coach has turned in a lineup and requests a lineup change or changes prior to contact on the first serve.	Request allowed through the normal substitution procedure.	12
5	Lineup indicates a number of a player that does not exist.	Substitution must be made for phantom player number.	12

Rule	Situation	Penalty	Signal
5	Failure of team to wear proper uniforms.	Possible protest procedure.	None
5	Substitute delays in reporting to the sideline and is not immediately ready to enter game upon signal from second referee.	1. Substitution denied. 2. Charge team with team delay. (Team yellow card)	28BY
5	Player attempts to enter game for fourth time.	Entry refused, charge improper request.	28A
5	Request for player to enter game in wrong position.	Entry refused. Charge team with improper request.	28A
5	Request for illegal player to enter the game.	Entry refused. Charge team with team delay(TYC).	28BY
5	Player enters game for fourth time or in wrong position.	1. Proper player must reenter position. 2. If discovered before ball is put in play, charge team with improper request. 3. If discovered after ball is put in play: a. Points scored during time that wrong player is in game are removed if team is serving. (Out of position-SO) b. If by receiving team, serving team awarded point unless error discovered immediately following play where serving team scored a point. (Out of position-point) 4. Substitutions (player and team) charged during wrong position entry removed from scoresheet.	17 28A 17 & 3 17 & 2 None
5	Coach or playing captain fails to indicate that multiple substitution is desired.	Team limited to one substitution.(Improper request)	28A
5	Coach or playing captain attempts to make thirteenth team substitution.	Substitution denied. (Improper request)	28A

Rule	Situation	Penalty	Signal
5	Coach requests 12th and 13th team substitution.	1. Substitutions denied(Improper request). 2. A new request may be made after a TO or next dead ball.	28A
5	Injured player removed from game under provisions of abnormal substitution rule.	1. No penalty. Substitution. 2. Player not allowed to participate in remainder of game.	12 None
5	Injured player wishes to remain in game, but is unable to resume play within fifteen seconds.	1. Charge team with a time-out. 2. If player not able to continue after legal time outs are used, player must be replaced.	1 3A 12
5	Team has less than six players due to player injury and no substitutes (legal or abnormal) available. Three-minute injury time out has been allowed and all other available time outs have been used.	1. Default game. 2. Losing team keeps points scored. 3. Credit winning team with at least 15 points, but more if needed to reflect a two-point advantage.	30 None None
5	Team has less than six players due to disqualification of player and no legal substitutes available.	1. Default game and match. 2. Losing team keeps points scored. 3. Credit winning team with at lest 15 points, but more if needed to reflect a two-point advantage.	30 None None
5	Player wears jewelry.	1. Before match, jewelry must be removed. 2. If after pre-game warning jewelry is discovered, charge team with a team delay (team yellow card) while player removes jewelry.	None 28BY
5	Player attempts to enter while wearing a cast.	1. The player will not be allowed to participate. 2. A team delay (team yellow card) is charged.	None 28BY
6	Any player performs act which, in the referee's judgment, delays the game.	1. Team delay. (Team yellow card) 2. Second team delay. (Team red card)	28BY 28BR

Rule	Situation	Penalty	Signal
6	At conclusion of rest period between game, team fails to report immediately to the end line.	1. Charge team with team delay. (Team yellow card).	28BY
		2. After 15 seconds, charge team with second team delay. (Team red card).	28BR
		3. After another 15 seconds, default game (15-0).	30
		4. Team still fails to report after the three-minute intermission; default next game.	30
		5. Team still refuses to play-default the match.	30
7	Server fails to hit ball cleanly with hand or arm during service action.	Fault. Side out.	22
7	Server does not initiate service action within five seconds after first referee's whistle.	Service delay. Side out.	21
7	Ball served before first referee's readiness to serve whistle has been sounded.	1. No penalty first time. Play over.	11
		2. If repeated during same game by same player (ind. red card) side out.	3
7	Players not in proper service order at time ball is contacted during legal service.	Out-of-position fault. Point or side out.	17
7	After service action is initiated, ball is allowed to fall to floor without contact with server.	1. No penalty. Blows whistle. Signals re-serve then whistles for second service attempt.	11
		2. If repeated during the same service attempt, service delay. Side out.	22
7	Ball is released for service contact and is caught by server without service being completed.	Illegal service action Side out.	22
7	Server in contact with endline or area outside service area at time of serve.	Line foul. Illegal serve. Side out.	7

Rule	Situation	Penalty	Signal
7	Served ball hits antenna, does not cross net between antennae, or contacts object out-of-bounds.	Service fault. Side out.	14
7	Served ball hits net.	Service fault. Side out.	8a
7	Served ball hits teammate.	Service fault. Side out.	8a
7	Served ball hits illegal overhead obstruction.	Service fault. Side out.	24 & 14
7	Wrong player serves ball.	1. Illegal service. Side out. 2. If discovered before opponent's serve, all points scored by illegal server (and subsequent servers) are removed. 3. If discovered after opponent's serve, all points scored are retained. Position on the court must be corrected.	17 None None
7	Serving team players standing close together at service and preventing the receiver from seeing the server at contact.	Screen.	18
8	Ball contacted more than three times by team during play other than blocking action.	Fault. Four hits. Point or side out.	6
8	Ball contacts player below the knee.	Fault. Point or side out.	24
8	Player holds teammate while teammate is playing ball.	Fault. Point or side out.	None
8	First or second hit (not spiked) would cross net if untouched, and ball is blocked across plane of net while an attacking player is in position to make a play on the ball.	1. Fault. Illegal block. Point or side out. 2. Even though the ball would cross the net if untouched, if attacking team player could play the ball, it may not be blocked legally.	9 9
8	First or second hit not crossing net is blocked across plane of net in area where attacking team player could play ball.	Fault. Illegal block. Point or side out.	9

Rule	Situation	Penalty	Signal
8	Back court player blocks ball.	Fault. Point or side out.	18
8	Back court player in blocking position next to legal blocker who contacts the ball.	Fault. Point or side out. Back court player became part of block and made entire block illegal.	18
8	Back row player jumps from in front of attack line and hits ball from above height of the net into opponent's count.	Fault. Point or side out.	19
8	Back row player jumps from on attack line and hits ball from above height of net into opponent's court.	Fault. Point or side out.	19
8	Player spikes ball over opponent's court.	Fault. Point or side out.	9
9	Player makes play at net and accidentally falls into net supports outside court.	No fault. Play continues.	None
9	Player makes play at net and grasps support post to keep from committing a violation.	Fault. Point or side out. When a player grasped the post, it became an intentional act and illegal.	8b
9	Ball causes net to contact player.	No fault. Play continues.	None
9	Ball under net is played after fully passing vertical plane of net.	Fault. Ball out of play when it passed beyond the vertical plane of the net. Point or side out.	15
9	Ball partially under net intentionally contacted by opponent.	Fault. Interference. Point or side out.	7
9	Ball, other than served ball, hits net.	Legal action. Play continues.	None
9	Player contacts opponent's court with hand or part of body other than foot.	Fault. Point or side out.	10
9	Player's foot is across center line with part of foot above but not in contact with center line.	Legal action. Play continues.	None

Rule	Situation	Penalty	Signal
9	Player's foot legally across center line unintentionally causes opponent to be unable to participate in play.	Legal action.	None
9	Player intentionally contacts opponent with hand or foot to cause distraction.	1. Fault. Penalize (red card) point or side out. 2. If contact is severe, disqualification (red/yellow card) for match.	25R 27
9	Player fully crosses center line outside the court.	Legal action if player does not interfere with an opponent.	None
9	Player across center line outside the court plays ball which has not passed vertical plane of net.	Legal. Player can play the ball while on the opponent's side of the imaginary extension of center line as long as the ball has not fully crossed over the center line extension.	None
9	Player(s) enters adjacent court before, during or after making a play on the ball (adjacent court is scheduled for play).	Fault. Point or side out.	14
9	Player accidentally contacts net with part of body.	Fault. Point or side out.	8b
9	Player accidentally contacts net with part of uniform.	Fault. Point or side out.	8b
9	Player accidentally contacts net with long hair during turning action.	No fault.	None
9	Opponents contact net simultaneously.	Double fault. Play over.	8b & 11
10	Blocked ball hits antenna.	Fault by blocker. Point or side out.	24 & 14
10	Blocked ball lands out-of-bounds.	Fault by blocker. Point or side out.	14
10	Ball passes over or outside antenna while crossing net.	Ball out of play. Point or side out.	14

Rule	Situation	Penalty	Signal
10	Ball contacts antenna below height of net.	Ball dead. Point or side out.	14
11	Ball not hit cleanly; throwing action.	Fault. Thrown ball. Point or side out.	4
11	Ball caused to come to rest between opponents.	Double fault. Held ball. Play over.	11
11	Ball contacts two legal parts of player's body simultaneously.	Legal action. No penalty.	None
11	Ball contacts legal parts of player's body and player has successive contacts of the ball during blocking or during a single attempt to make the first team contact, provided no finger action is used.	Legal action.	None
11	Ball comes to rest in player's hand or hands.	Fault. Held ball. Point or side out.	4
11	Ball is trapped against net by player.	Fault. Held ball. Point or side out.	4
12	Team has insufficient number of players to start play at scheduled game time.	1. If home team or tournament director has been notified that the visiting team has been delayed due to circumstances beyond its control, the referee should delay the game for a reasonable time.	None
		2. If there has been no notification, default first game.	30
		a. Wait of up to 10 minutes allowed for team to get necessary players. Default second game if 2 out of 3. Default match 2-0. If not:	30
		b. After an additional 10 minutes, third game is declared a default. Match is defaulted. Score for each defaulted game is 15-0, score of defaulted match is 3-0.	30

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Rule	Situation	Penalty	Signal
12	Team refuses to play.	1. Team delay (team yellow card).	28BY
		2. Instruct the team to immediately resume play.	None
		3. If the team still refuses to play default the entire match 2-0 or 3-0;15-0 game score.	30
12	Team verbally refuses to play.	Default of game.	30
13	Team captain disagrees with sanction assessed player or team by first referee.	Captain may express disagreement with the assessing of the sanction by writing a statement on the back of the scoresheet after the match.	None
13	Team captain wishes to protest referee's decision.	Captain must register the protest prior to the next serve.	None
13	Coach wishes to protest referee's decision.	Team time out is awarded if the referee does not change the decision.	13

Red and Yellow Card Sanctions

Individual Sanctions

Warnings (yellow card). No penalty for minor unsporting behavior.

1. Minor breaches of conduct (to officials, opponents, spectators)
2. Attempts to influence officials
3. Addressing officials about decisions
4. Captain repeatedly addressing officials about decisions
5. Players talking through the net in an attempt to intimidate
6. Players displaying frustration by:
   a. Yanking the net
   b. Pounding the floor with hands or feet
   c. Kicking, hitting or throwing the ball high
7. Players delaying the game deliberately by:
   a. Abusing the re-serve privilege
   b. Throwing or kicking the ball away from the court
8. Coaches displaying disagreement with a judgment call by:
   a. Dropping an object
   b. Questioning the first referee, second referee or line judge
   c. Repeatedly gesturing the coach's opinion of ball handling
   d. Repeatedly jumping off the bench

Penalty (red card). Point or side out.

1. Repetition of minor offense in same game
2. Any serious breach of conduct (rude, obnoxious behavior, profanity)
3. Deliberate delay of game after warning
4. Stamping feet, shouting or yelling at opponents during play
5. Disruptive coaching by any team member, bench person or coach
6. Deliberate contact with opponent (interference)
7. Abuses official--persistent questions, attempts to influence official, berates official
8. Repeatedly and deliberately leaves court without permission
9. Use of electronic devices

Expulsion (red and yellow cards together in one hand). Player expelled must leave the court and team area for the game. Coach expelled must leave the bench for the game.

1. Third repetition of a minor offense in same game
2. Second repetition of a penalty offense
3. Extremely offensive conduct (obscene or insulting words or gestures toward officials, opponents or spectators)

Disqualification (red and yellow cards apart). Player or coach must leave the gym for the match.

1. A second expulsion from a match
2. Attempted or actual physical aggression toward officials, opponents, or spectators

Further clarifications for red and yellow cards.

1. Only the first referee is empowered to warn, penalize, expel or disqualify a member of a team. When the second referee sees or hears an action or response that might necessitate a card, the second referee indicates to the first referee the situation. The first referee will decide what card should be given.
2. Record all cards given on the scoresheet.
3. Each game is considered separately, except for expulsions. Incidents for which a warning was issued in a previous game require beginning with a warning again, before penalty, if repeated in a later game. Similar acts by two different players should be given as an individual warning to each player. A serious breach of conduct towards opponents or officials should be penalized without warning (RC).
4. Conduct during the game. During play, if a player shouts or yells at an opponent or crosses the vertical plane of the net for the purpose of distracting an opponent, the referee shall immediately stop play and penalize the player for serious unsporting conduct (RC).
5. Disqualified players. Player(s) disqualified from match must immediately leave the match area. Player(s) will be permitted a brief period to pick up belongings from bench area provided there is no further misconduct. If player(s) has not left the playing area within 1 minute, the captain shall be warned that

further delay will result in default of the game. Compliance must be within another 15 seconds or the game is defaulted 15-0.

Team Sanctions

Improper Requests (denied)

1. Requesting a time out, substitution, lineup check, after the first referee's whistle for service.
2. A request for time out or substitution made by other than the coach or playing captain.
3. A second request for substitution during the same dead ball period without an intervening time out.
4. Request for an excess time out.
5. Request for substitution that would result in an excess team or player substitution.

Team Delays (First occasion--team yellow card and any subsequent occasion--team red card)

1. Failure to submit a lineup at least 2 minutes prior to the start of a match or prior to the signal indicating expiration of the intermission between games.
2. A second improper request during the same game.
3. Delay in completing a substitution.
4. Request for entry of an illegal substitute or disqualified player.
5. Administering water and/or other liquids near the sideline.
6. Failure to report to the end line when directed to do so at the start of a match and between games of a match.
7. Delay in returning to play after a time out.
8. Delay in moving to positions for serving or receiving service after completion of a rally.
9. Action by a player which creates an unnecessary delay in the start of play.
10. A player on the court wearing jewelry.

Competitive Procedures & Special Rules

Competitive Procedures

In the transition to the international playing rules it is recognized that some of the changes will be more difficult to adapt to than others. This Current Practices section is included as part of the rules; practices which can be considered as approved for this season where the occasion demands. They are not to be considered as changes in the established rules but rather as expediences. Wherever possible, it is urged that the newly adopted rules be adhered to. Whenever there is to be a departure from the established regulations, such information should be issued to all participants prior to competition and, if possible, prior to invitation and entry.

Net Height

In prior years the recommended net height for younger players was no lower than 6 feet. For high school ages, the regular heights of the net for boys and girls should be the same as for men and women, respectively. The following net heights are currently in practice for the below indicated age groups and or levels:

Height of Net

Age Groups	Female	Male/Mixed-Six
55 years and older	2.13m (7'0")	2.39m (7'10")
45 years and older	2.13m (7'0")	2.43m (7'11 5/8")
18 yrs and under	2.24m (7'4 1/8")	2.43m (7'11 5/8")
16 yrs and under	2.24m (7'4 1/8")	2.43m (7'11 5/8")
14 yrs and under	2.24m (7'4 1/8")	2.43m (7'4 1/8")
12 yrs and under	2.13m (7'0")	2.13m (7'0")
9 years and under	1.98 (6'6")	2.13m (7'0")

of series of matches requires strict adherence to a time schedule in order to complete the competitions, the time game may be employed. Such time game may be played on the basis of 8 minutes of ball-in-play time or 15 points, whichever occurs first. Such basis must be established before the first game of a match. If one team does not have a lead of at least 2 points when time has run out, unlimited overtime shall be played without interruption by any signal designating that time has elapsed. Teams changing sides during the final game of a match when time is a factor will do so the first time the ball becomes dead after 4 minutes of ball-in-play time has elapsed or when one team scores its eighth point, whichever occurs first.

Service

Where elementary and junior high school level players are in competition, it can be considered a legal service if the ball is hit directly from the other hand of the server, not necessarily released or tossed. If this serve is acceptable, it should be established in advance or otherwise agreed upon mutually before competition starts and the officials should be notified. In such levels of team play, participants should be encouraged to develop ability and skills necessary for a serve which does satisfy the requirements of the written rule.

Tie-Breaking Procedure For A Tournament Winner-No Playoff, Two-Way Tie

When a tournament winner is desired and there are no playoffs, suggested Methods A-C may not be the preferred method. A suggestion for solving a two-way tie would be:

1. Match record.
2. Head to head for each place a tie occurs.

Tournament Tie-breaking Procedure

Tie-breaking procedures that are to be used at tournaments **must be determined and stated before play begins**. It is the duty of the head official to see that the tie breaker procedure exists. Time and facility limitations are major factors to be considered in selecting the most appropriate method. The following methods are all in general use and suggested for consideration for seeding and/or elimination purposes.

The methods are not all-inclusive, and many modifications and combinations are possible. It should be noted that all the steps may not be suitable for breaking ties of three or more teams.

Method A—Game and Point Percentage (International)*

1. Match record points. Win = 2 pts; Loss = 1 pt; Forfeit = 0 pts.
2. Percentage of games won (total games won/total games played).
3. Percentage of points won (total points won/total points played). Total points played includes total points won and lost.
4. Coin flip.

This example is based on a best 2 out of 3 game matches.

	Games				**Points**				
Team	*Match Record*	*Game Place*	*Game Won*	*Game Lost*	*Match Record*	*Points %*		*Points Won*	*Points Lost*
A	2-1	4	2	5	.667	not needed			
B	2-1	4	4	5	.500	not needed			2
C	1-2	3	4	4	.429	70	70	.500	3
D	1-2	3	4	4	.429	50	100	.333	

Method B—Head to Head Competition and Point Differential

1. Match record - Total competition.
2. Match results - Head to head.
3. Game record - Head to head.
4. Game record - Total competition.
5. Point differential of match(es) between tied teams.
6. Point differential based on total competition.
7. Coin flip.

Point differential shall be determined by subtracting the total points lost from the total points won for each team. The highest plus or the lowest minus remainder shall be considered the superior team for tie breaking purposes. Win, loss and forfeit points are not in use. Actual match and game scores are used.

*Tournament rules governing play

Method C--Play-off (USVBA)*

1. Teams shall not be eliminated from championship competition on a point system.
2. Teams qualifying for the playoffs, but tied for position only, shall not compete in a playoff game to determine position, rather, position assignment shall be determined by the below listed priority system based on point spread to the extent possible.
   1st Priority: Results of the match between the tied teams, first on the won-lost record, and second on the point spread. If still tied, then
   2nd Priority: Comparison of the point spread based on the total round robin competition. If still tied then
   3rd Priority: Flip of a coin. Point spread shall be determined by subtracting the total points lost from the total points won. The highest plus or the lowest minus remainder shall be considered the superior team for tie-breaking purposes.
3. If two or more teams are tied for a single playoff position, the minimum number of one 15-point game shall be played. For example:
   a. Two teams tie for last position: one 15-point game.
   b. Three teams tie for last position; superior team adjudged by the point spread shall be the bye team and plays the winner of the match between the two remaining teams. Two 15-point game total.
   c. Four teams tie for last position: following judgment by the point spread system, team 1 vs 4, and 2 vs 3, and winners playoff. Three 15-point games total.
4. If three teams tie for two playoff positions, the team with the greater point spread shall be awarded first place, and the other two teams shall play one 15-point game for the remaining playoff position. The same priorities as listed in 2 shall prevail, except that if a tie shall exist after the 2nd priority, the flip of a coin shall determine the bye team and all teams must play for position as follows:
   a. Team Blue wins over Team White and gains one playoff berth.
   b. Team Red plays the loser, in this case Team White, for the second playoff berth. Two 15-point games total.

*Tournament rules governing play

Event Management

For Administrators, Coaches and Officials

EVENT MANAGEMENT

These are recommended standard procedures to be used in all official volleyball competitions.

Prior to the Event

1. It is strongly recommended that the court and net be available at least one hour prior to the match.
2. The officials should arrive one hour before the match and be greeted by the match administrators. The officials should be courtside 45 minutes prior to the match. They shall conduct themselves in a professional manner. Sitting with the coaches; conversing with the players; playing volleyball; or sitting or leaning on the scorekeeper's table is inappropriate behavior. The game management personnel should be identified and their location during the match established. Officials shall obtain the vital information on ground rules, match protocol, warm-up procedures, radio/TV and promotional intermissions schedule. The officials should greet the coaches briefly.
3. The coin toss for choice of service or team area should be administered as soon as possible, but at least 25 minutes before game time. It is permissible for the coach to attend the pre-match conference between the officials and captains.
4. The clock should be set for shared hitting countdown at the designated time. Two samples of pre-game warm-up procedure for a single match is as follows:

Big Ten Conference

6:45	Coin Toss
6:30-7:10	Shared Court
7:10-7:17	Shared Hitting
7:17-7:22	Serving Team Hitting
7:22-7:27	Receiving Team Hitting
7:27-7:29	Serving
7:30	Starters on the Endline National Anthem Introduction of Starters, Shake hands at the net, Match Begins

Division III NCAA Handbook

Minutes before game time	
45	Shared-court warm-up
25	Coin toss
22	Five minute shared-court hitting
17	Five-five-two and opening ceremonies sequence

If one team chooses not to use the court during its 5-minute warm-up period, the court shall remain vacant during that time.

5. Prior to the match, the second referee shall verify that the team rosters are correct. Once the necessary changes have been made, the rosters are submitted to the scorekeeper. The referees will ensure that their names appear on the first game scoresheet. The second referee will check the game balls.
6. The line judges need to arrive at least 15 minutes prior to the match. Suggested attire would include navy slacks, a white polo shirt, white socks and white tennis shoes. These game officials should already be trained by the home management. The pre-match conference for the line judges is conducted by the first referee, who is also responsible for instructing the ball shaggers.
7. At the conclusion of the authorized official warm-up period, either referee whistles and asks all players to cease warming-up and to leave the court.
8. The introduction procedure should start at game time. The referees and other officials assume positions in preparation for the playing of the national anthem and team introductions. The first and second referees stand to the right of the referee's stand, with the second referee closest to the net. If the scorekeeper marches out then he/she will stand closest to the net. The line judges stand to the left of the referee's stand. The players stand on the endline of their respective court. After the national anthem is played, the announcer introduces the team members, visitors first (non-starters, then starters and coaches) followed by the home team, then the officiating crew. The first referee blows a whistle and motions the captains to the center of the court, then repeats the process for the remaining team members. After shaking hands, the floor is cleared and the starting players immediately return to their respective endline.
9. If the players are marching in for introductions, the order shall be: first referee, second referee, scorekeeper, line judges, captain and team who choose the far team court, captain and team starting on the near team court. The national anthem and introductions will follow as described in (8) above.
10. Second referee will verify that players are on the court in positions listed on the official lineup sheets submitted to the scorekeeper by each team. No corrections may be made unless a legal substitution has been made prior to the start of play under the provisions of Rule 5, Article 2b. No other changes may be made in the lineups to correct an error made by teams in preparing the lineup sheet.

Conduct of Participants

Some referees have allowed participants to reach the point where both players and coaches feel they have the right (and maybe even the obligation) to question every judgment referees and line judges call. In permitting this, we are violating both the rules and ethics of sporting behavior in volleyball.

Referees are the solution to this problem. At the start of the season, the teams and coaches must be made aware that rudeness, vulgar language and unsporting conduct will not be tolerated, and that such actions will be penalized. By forcing the conduct of coaches and players to improve, everyone in the sport will benefit.

Noise caused by artificial noisemakers, air horns or electric amplifiers shall not be permitted in the playing and spectator areas. Bands, cheerleaders and mascots must refrain from performing or cheering while the ball is in play. Cheerleaders and mascots must remain on their team court. Megaphones are considered noise makers when used during play. They should be used only while play has ceased. The responsibility for crowd control rests with the host school. The Athletic Director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators.

Between Games

1. The use of the court during intermission should be allowed and fairly divided. (Ball handling and net use is not permitted during time outs. The courts must be clear of all team members.)

2. The teams are responsible for their return to game 3. Use of the court between games 2 and 3 should be allowed using the normal 3-minute limit. Same procedure as illustrated above is recommended.

Start of Game

a. As soon as lineups are verified and teams are ready, the whistle is blown and the first referee beckons for service.
b. The first referee is responsible for administering all violations and all individual/team sanctions.

Substitution Procedures

a. Coach or captain making a substitution request shall signal substitution and indicate the number(s) of substitute(s) to the second referee. The second referee shall report the number of the substitutes to the official scorekeeper.
b. Second referee should position herself/himself on the attack line.
c. Substitutes should approach the second referee in the substitution area and wait to be recognized for entry.

End of Game and Start of Next Game

a. Following the blowing of a whistle for game point, signal end of game, whistle and motion players to line up on the end line of their team courts. When both teams are in position and the second referee has verified that the winning point has been recorded, the first referee will blow a whistle and motion for both teams to proceed in a counterclockwise direction to the opposite end without delay, then the teams will be dismissed to their areas.
b. Substitutes and other team personnel will change benches so as to be seated in their own area.
c. For verification of game/match status, the second referee shall signal to the first referee the number of games won by each team.
d. The second referee hands the lineup sheets to the coaches and collects them before the end of the intermission.
e. Fifteen seconds prior to the end of the rest period, the second referee will blow a whistle and teams shall immediately report to the end line of their playing areas for the next game.

f. If it is the deciding game of the match, the first referee shall toss or direct the second referee to toss a coin for choice of serving or team area for the deciding game.

Change of Team Areas During Deciding Game

a. When teams choose to change team areas during a deciding game of a match, the first referee will blow a whistle and direct both teams to move to the end line of their team court.
b. When both teams are lined up on the end line, the first referee will blow a whistle and motion for both teams to proceed in a counterclockwise direction to the opposite end without delay.
c. Substitutes and other team personnel will change benches so as to be seated in their own area.
d. When teams are in position on the end line of the new team courts, the first referee will blow a whistle and motion for both teams to move onto the court.
e. The second referee and scorekeeper may then verify without unnecessary delay, that players are in their correct positions on the court.

At the End of the Match

a. Following the blowing of a whistle for match point, signal the end of game and motion the players to line up on the end line of their respective team courts.
b. When both teams are in position and the second referee has verified that the winning point has been recorded by the scorekeeper, the first referee will signal with whistle and motion for the teams to form a single line and proceed to the center of the court to shake hands with the opponents.
c. The second referee will assure that the game ball is returned to the designated area for safekeeping.
d. If circumstances following the match warrant, the second referee will join the first referee and exit immediately. The first referee is not required to approach the scorekeeper's table nor verify the scores. Verification of the scoresheets requires only that the second referee is certain that the winning score has been re-

corded. There is no need to review the scoresheet for errors. If there is an error during the progress of the game, such errors must be protested before the first service following the error. Therefore, if an error is discovered by the first referee, there can be no corrective action taken unless it is during the last service sequence.

e. The referees should then leave the playing area for the official's room immediately after the scoresheet is authenticated. (Neither referee should entertain any discussion about the match after the match is over--it is unethical and completely unnecessary.) The line judges should also leave the playing area.

Officiating Techniques And Mechanics

Summary of Changes in Techniques of Officiating

1. **Techniques and Procedures to Review**
   a. Suggested procedures for pre-match warm up and warm up between games is found in the Event Management section on page 113.
   b. There shall be a designated area at the scorekeeper's table for offficials' use only.
   c. The server shall have 5 seconds after the first referee's whistle in which to contact the ball for service.
   d. A referee must whistle when a player is determined to be bleeding or has blood on their uniform. The player must be removed immediately and may not return until properly treated and the uniform is changed.

2. **Second Referee Duties**
   a. R2 assists R1 by signaling (not whistling) contact of the ball with the floor or with any object outside the court when the R1 and the LJs are not in position to see the contact.
   b. The only time coaches may approach up to 1 meter from the court is when the ball is out of play.

3. **Sanctions**
   a. Sanctions are by game and do not accumulate.
   b. R1 confirms any sanction with the playing captain.
   c. R2 verifies any sanction with the scorekeeper.

4. **Signals**
   a. When the ball is out on a simultaneous contact by opponents, signal #14, ball out-of bounds is used. Indicate the player at fault (The player who is on the side opposite where the ball lands).
   b. Out-of-position, wrong server (signal #17) is also used for wrong postion entry and illegal player in the game.

c. Illegal blocker, blocked serve and screening are signaled by raising both arms above the head as shown in #18.
d. When the ball is not contactred within 5 seconds, the signal is the same as used for delay in service.
e. Repeatedly serving before the first referee's whistle for service is signaled the same as a ball not released or tossed for service as shown in #22.
f. The signal used for chaging courts during the deciding game is also used between all non-deciding games.

Techniques of Officiating Volleyball

Revised by the
ABO Principles and Techniques
of Officiating Committee

The following principles and techniques of officiating volleyball should be observed by all officials.

Introduction

The NAGWS Volleyball Rules Committee has adopted the International Volleyball Federation rules and techniques with a few modifications. The adoption of specific modifications provides for more appropriate rules and techniques for an educational setting. Any other minor changes are necessary only to provide consistency, clarity or to refine the techniques.

At high levels of play, the international techniques are found to be slightly less penalty-oriented. They allow for preventive officiating in some instances to avoid penalties and/or warnings. Officials should be sufficiently knowledgeable about rules in order to be able to exercise these same preventive officiating techniques.

In addition to international techniques, international interpretations have been adopted. Current interpretations permit the ball to contact any part of the body above and including the knee. The rules still state that the ball may not come to "visible rest" on any of the three contacts. Officials must remember that as long as the "contact" was not illegal, the ball may be played in any manner and from any body position. Poor execution of skill is not necessarily a foul. Learning these judgments and utilizing current interpretations in the spirit of the game is what makes volleyball officiating so difficult.

The referees will find a much greater need for a close relationship and even more communication during the match. Although the first referee will be the controlling official over almost all aspects of the game, the first referee must constantly look to the second referee for signals and decisions related to the second referee's responsibilities. How well the two officials work together will have a direct effect on the tone of the match.

The Art of Officiating

1. Arrive early enough to observe the warm up period but at least 45 minutes before game time. Observe the skill level of the players. Sharpen your reaction time and mentally prepare for the match.
2. Maintain an alert, active and dignified appearance at all times. Avoid activities such as lolling in the bleachers or around the referee's stands, which may detract from the event. Make an effort to meet *coaches* and captains before the game and maintain a pleasant attitude toward both teams; however, avoid fraternizing that is unnecessary or which may be misinterpreted by the public.
3. Be alert and on top of the game at all times. An illegal hit can occur with all playing techniques. Concentrate on the player's hands or arms as the ball makes contact with the player. Give decisions quickly, accurately, and positively.
4. Enforce rules with impartiality and consistency. Only obvious fouls should be called at game or match point.
5. When making calls, it is most important to be effective, consistent and positive. Allow no one to influence your decision. Make your judgment on "what you saw" and not on what you "think" happened. Penalize no one for your mistakes; call for a replay if necessary.
6. Be quietly efficient. Be firm, pleasant, knowledgeable and courteous. Display a sense of humor appropriate to the situation.
7. Refrain from all unnecessary talk and discussion with team captains, players and/or coaches while on the court. Make your answers to questions (should the occasion arise) concise and to the point.
8. When permitted by the first referee, questions by the captain pertinent to the play should take place only when the ball is dead.
9. Command respect without being overly officious, intimidating or arrogant.
10. Immediately identify infractions of the rules correctly by use of the proper hand signal(s). Avoid verbalization when hand signals are significant.
11. The execution of the correct official hand signals should be clear, understandable and sustained. Some infractions may necessitate giving more than one hand signal in order to convey the foul.
12. Learn to distinguish back row players by checking player positions preceding the service and following the play.

13. Ensure a crisp whistle tone. The whistle should be blown with authority and assuredness at the moment of the infraction, and have variations in tone to denote various meanings, e.g., foul vs time-out.
14. The voice, when used, should be firm, direct and responsive without being intimidating. Refrain from using insulting, abusive or vulgar language to players, coaches, managers or spectators regardless of the provocation offered by them.
15. Accept constructive criticism gracefully.
16. Make every effort to ensure the officiating personnel work as a compatible, supporting and efficient team.
17. The first referee is the official in charge of the game and may overrule decisions of other officials when, in the first referee's judgment, they have made errors. The first referee also decides when the ball is in play, assesses penalties where necessary and makes all decisions on any matters or questions not specifically covered in the rules.

Controlling Play

Refereeing in all sports is difficult, but the refereeing of volleyball, in spite of the first referee's fixed position, is one of the most demanding. The volleyball first referee is required to keep constant watch over all the space from floor to ceiling, every corner of the court, outside the court, players on the court, substitutes, coaches, team managers, trainers and other personnel sitting on the benches.

As the game progresses, there is constant change. No play is the same, which is why the first referee must be constantly observing and evaluating each situation as it takes place. Consideration must be made as to what the position is and in what form and at what timing the play was made. Thus, any authoritative opinion in a volleyball game must rely on the subjective judgment of the first referee. It is the first referee's responsibility, and the first referee's alone.

The most important characteristics a referee must possess are leadership and integrity. It is the responsibility of the first referee to help each player demonstrate full potential and strengths within the limits of the rules, and not to act as a deprecator concentrating only upon the faults of a player. Referees must realize that they, too, make errors, and must not allow this factor to cause them to become indecisive. The greatest frailty a first referee can display is a self-

condemning attitude which results in feeble whistles and /or indecisive hand signals. This causes all concerned to feel uneasy about the call.

Play begins and ends with an official's whistle. A rally is finished by either referee's whistle. The first referee must also whistle when the ball touches the ground and/or obstructions, etc. The whistle should be kept in the official's mouth during the play, but should be removed for speaking.

Arm signals should interpret the events of the game and should be held long enough for players, coaches, scorers, timers, line judges and spectators to see. The official should blow the whistle to end each play, give the correct official hand signal with the hand toward the team making the error, and signal point or side out.

In some instances it may be necessary for the first referee to visually indicate the offending team or player.

Mechanics of Officiating Volleyball

Procedures for Beginning and Ending a Play

1. Whistle (to start play, simultaneous with beckon).
2. Whistle (to stop play).
3. Signal fault.
4. Signal point or side out.

Official Hand Signals

All signals which are made with one hand should be made with the hand on the side of the team which makes error or makes the request. The officials should indicate by hand signals, the number of the player who committed the fault. *The people taking statistics still need the player's number when the violation was obvious to the official.*

Whistle Techniques

Communication through differentiation of whistle tones is essential. Game circumstances can be controlled better through improved whistle techniques. For example:

1. One Short Blast: Beckon and to stop play.
2. Two Short Blasts or One Long Blast: Time-out and substitution.
3. Multiple Short Blasts: Emergency stop play (object on court, injury).

beckon the right back with a sweeping motion. Place the hand (receiving side) on the net cable.

2. ***Point.*** Raise the arm on the serving team side with the index finger extended upward to indicate one point. For the team on the first referee's right, use the right hand; for the team on the left, use the left hand.

3. ***Side out or change of service.*** Extend the arm in the direction of the team that will serve (palm perpendicular to the floor).

4. ***Held, thrown, lifted or carried ball or held ball against the net.*** Raise forearm at a slight angle with palm facing upward.

5. ***Double hit.*** Raise forearm vertically with two fingers extended.

6. ***Ball contacted more than three times.*** Raise forearm vertically with four fingers extended. Use when the third and fourth contact are made by the same player.

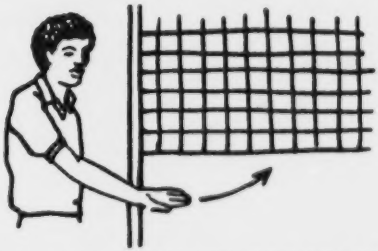
7. ***Line foul.*** Motion along the appropriate line, with the arm and hand extended, and identify the player who committed the fault.

8. ***Net foul.***
   a. Ball touches the net, contacts a teammate or fails to reach net at time of service. Touch the net with the hand on the side of the net the ball touched.
   b. Player touching net. Touch the net on the side the player touched with the hand and indicate the player who committed the fault.

   Numbering System For Indicating Player at Fault.
   1. Numbers 1-9--Show appropriate number of fingers.
   2. Number 10--Show closed fist of right hand.
   3. Numbers 11-15--Show 10 with right fist and appropriate number of fingers with left hand.
   4. Numbers 16 and higher--Show first digit with right or both hands followed by the second digit with left or both hands.

9. ***Reaching over the net.*** Place the forearm, palm down, over the top of the net. Simulate the action of reaching over the net. Indicate the player who committed the fault.

10. ***Player crossing center line.*** Motion toward the center line with extended hand from the side of the infraction.



11. ***Double foul, re-serve or play-over.*** Form both hands into fists, thumbs pointing up, forearms bent, elbows tucked in.

12. ***Substitution.*** Make a forward circular motion of the hands and forearms around each other. (Two rotations are sufficient.)

13. ***Time out(s).***

a. ***Time out, team.*** Place the palm of one hand horizontally over the other hand, held in a vertical position, forming the letter "T". Follow by indicating the team requesting the time out.

b. ***Time out, official.*** Point toward self with either hand.

14. ***Ball out-of-play.*** Raise both hands with forearms at angle, palms up over the shoulder to indicate *out*. Use for: **A)** Touch off block which returns to hitter's side and lands out-of-play; **B)** All other 2nd and 3rd contacts resulting in ball landing out-of-play; **C)** All first contacts landing out-of-play near net, hitting an obstruction or entering a nonplayable area. **D)** Simultaneous contact by opponents and ball lands out-of-play. Indicate out and which player caused it.

15. ***Ball landing within court boundaries and ball under the net.*** Extend the arm and hand down toward the sideline in front of the referee, palm facing the net.

16. ***Touches on balls landing out of play.*** Brush palm of one hand horizontally over fingertips of other hand which is held vertically. Use for:
    a. First contact landing out of play on that team's side of net.
    b. A touch off the block landing out of play on the blocker's side of the net.

    Note: This signal can also be used without a whistle on a questionable play to communicate that the blocked ball returning to the hitter's side remains in play (potential touch/4-hit situation).

17. ***Out-of-position, wrong server, wrong position entry and illegal player in game.***. Make a circular motion with one hand. Hand pointing down, and indicate the player or players who have committed the fault.

18. ***Illegal blocker, blocked serve, screening.*** Raise both arms above the head, palms forward. Indicate the player committing the fault. Use for:
    a. Player from the back row taking part in the block which made contact with ball;
    b. Player blocking a served ball.

19. ***Illegal attacker or illegal attack of the serve.*** Make a forward motion with the forearm and indicate the player committing the fault. Use when a back row player hits the ball to opponent's playable area from within the attack area and from above the height of the net.

20. ***Legal back row attack.*** Arms extended parallel to the floor, palms down; make a slight, horizontal sweeping motion.
    Use when:
    a. A back row player within the attack zone contacts the ball below the height of the net;
    b. A back row player legally takes off from behind the 3 m line and attacks the ball to the opponent's playing area.

21. ***Delay in serving.*** Raise five fingers in a vertical position.

22. ***Ball not released or tossed at time of service, illegal serve and deliberately serving before whistle.*** Lift the signaling arm in an extended position with the palm of the hand facing upward.

23. ***Ball contacted below the knee.*** Motion with one hand, palm up from the waist downward. If necessary, indicate the player who committed the fault.

24. ***Ball touching obstructions or antenna.*** Indicate with the hand, the object touched by the ball. This signal shall be followed by the out-of-bounds signal.

ividual Sanctions. Confirm sanction with playing captain.

25. ***Warning.*** Show a yellow card.

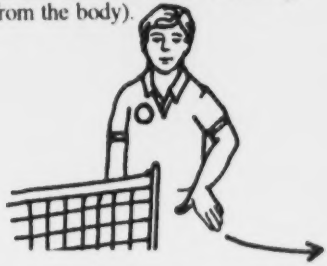
Penalty. Show a red card.

Expulsion for remainder of game. Show both the red and yellow cards together.

Disqualification for remainder of match. Show both red and yellow cards in separate hands.

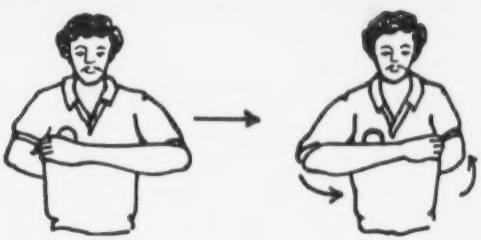
28. ***Team Sanctions.***

A. **Improper request** to be used by both referees -sweeping motion with the forearm in the direction of the offending team (palm facing away from the body).



B. **Team delay**. Place the yellow card (team yellow card) or red card (team red card) against the opposite wrist.

29. ***Change of courts after all non-deciding games and during the deciding game.*** Raise the forearms, left arm in front of the body and right arm in back of the body, switch arm location.



30. ***End of game or match.*** Cross the forearms in front of the chest (open hands facing the body).

Situations That May Require Verbalization

For example:

1. Spectator and line judge interference.
2. Foreign objects entering the court.
3. Serving outside the serving area.
4. Confirm sanction with playing captain.

NAGWS is emphasizing the need to maintain a professional distance while engaged in officiating duties. Interaction with coaches and players should be minimal with the emphasis on the task at hand.

1. Arrive 45 minutes prior to the match at a designated spot outside of the court facility.
2. Introduce yourself to those who are in charge of the game. Determine type of match, protocol, promotional intermissions, electronic media time-outs and any protest, tie-breaking and play-off procedure.
3. Inquire about or establish local ground rules if necessary. When fixtures or obstructions intrude upon the minimum requirements of 7 m (23') clearance above the playing surface, local ground rules should be established allowing the ball other than a serve to strike such obstruction and still be in play by the offending team as though the ball had not touched such obstructions. No such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall to the opponent's team area. In some situations it may be necessary for the first referee to make decisions as to what will be considered legal and so inform the captains of the two teams before play begins. If competing teams cannot agree on local ground rules, the first referee's established ground rules will be final.
4. Check the playing area to see that the net is the proper height and that it is as taut as possible throughout its length. Ensure antennae and net tapes are in proper alignment.
5. Examine the ball to see that it is a spherical molded leather ball uniform in color, and is properly inflated.
6. Check that both teams are in proper uniforms (numbers, likeness of uniform, color and removal of designated illegal jewelry.)
7. Introduce yourself to the coaches and confirm type of match, protocol, electronic media time-out and promotional intermission, if applicable.
8. Meet with official scorekeeper and scoreboard operator to review their duties. Only one scorekeeper (official) will be allowed to sit at the scorekeeper's table, which will be located behind the second referee. There shall be a designated area of the table for

the match officials only. The opposing team may keep their own scoresheet away from the scorekeeper's area. The scoreboard must be visible to teams and spectators.

9. Ensure that the team benches are opposite the first referee and are at least 2 m (6'6") from the court boundaries and not nearer to the center line than the attack line.
10. At least 25 minutes before the start of the match, meet with and introduce the captains. Toss a coin to determine choice of team area or serve/receive. The winner of the toss has the first choice. Discuss and direct the type of warm-up period desired by the teams. Determine if the rally scoring option will be used and notify the officiating team.
11. Review with the playing captains the protocol for shared hitting. The recommended protocol shall be as follows:
    a. The court is to be equally divided lengthwise .
    b. Each team is responsible for staying and hitting on their half of the court.
    c. All hits must be directed into their half of the court.
12. Give playing captains an opportunity to ask questions on rule interpretations, local boundaries, ground rules and other matters before the game is started.
13. Meet with the line judges at an end line corner to review their duties.
14. The second referee is given instructions by the first referee prior to the match and shall assist in any way as requested in addition to performing the specific duties stipulated in the Rulebook for the second referee. Specifically discuss the responsibilities for situations involving net play (clarifying whether or not the first referee wants assistance in calling the top of the net), center line fouls, touches on blocks, etc. Share any known information regarding patterns of serve reception, plays, etc. peculiar to the teams involved. The second referee is also expected to assist in identifying ball handling errors and balls contacting the floor only where play is not completely visible to the first referee by discreetly signaling the first referee. The second referee, however, does not blow the whistle on the infraction. The first referee is the head official of the game, which is of utmost importance when a difference of opinion arises. The opinions of the second referee may be given; the first referee, however, has the final decision.

15. The use of professional titles should be used throughout the match, e.g., coaches as "coach" and referees as "referee" or "ref."

Duties of the First Referee

A. *Before the match.*
   1. Arrive 45 minutes prior to the match with proper attire.
   2. Obtain the necessary information regarding: ground rules, match protocol, warm up procedures, radio/TV and promotional intermission schedule.
   3. Check the net and game balls.
   4. Conduct the prematch conference.
   5. Fully brief officiating team as to their duties. It is recommended the briefing take place at their game position (second referee, line judges, scorer, timer and instruct the ball shaggers).
   6. Ensure the officials' names appear on the first game scoresheet.

B. *During play.*
   1. The first referee should be stationed at one end of the net in a position that will give an equally clear view of both team courts. This position allows the first referee's head to be approximately 50 cm (20") above the top of the net. Location and height are important; proper position allows the official to follow the play closely on both sides of the net.
   2. It is recommended that the first referee remain on the stand during the entire match except in the event of a protest, personal reasons, scoring difficulty which the second referee is unable to settle, promotional intermission between games 2 and 3, and the 3-minute intermission between games 4 and 5.
   3. Before the whistle is blown for the first service, the first referee should:
      a. whistle and signal to the teams to line up on the endlines.
      b. whistle and signal for teams to *line up on the court for lineup* check (serving order).
      c. wait until the second referee has identified the playing captains of each team and checked the initial rotational orders.
   4. The first referee blows the whistle when both teams are ready

for play and the server is in possession of the ball in the serving area. During the service the first referee's attention should be directed to the following points:

a. Before blowing the whistle the first referee should check the basic formation (readiness) of the receiving team.
b. The hand of the first referee (receiving team side) should be placed on the cable to discern more easily if the ball hits the net on service.
c. When the first referee blows the whistle signaling readiness to play, the server shall not delay but shall then immediately initiate the service. The server is allowed 5 seconds to contact the serve or a side out is signaled. The first referee shall watch the serving team for out-of-position faults and screening at the time of the service.
d. If the server legally tosses or releases the ball for service and the ball is allowed to drop to the floor, a whistle must be blown. The first referee signals re-serve and then beckons for service allowing another five (5) seconds for the service to take place.

5. The first referee **may** call time out for rest and time out for substitution. Only one referee needs to whistle a request for time out or substitution. It is preferred that the second referee blows the whistle and signals. The first referee repeats the signal.
6. If an improper request is signaled by the second referee, the first referee must repeat that signal on the next out of play ball and allow sufficient time to record the sanction.
7. It is acceptable for the R1 to make a delayed call involving a back row attacker and player out-of-position.
8. The first referee should cooperate and acknowledge the decisions of the second referee and line judges.
   a. If in doubt about a call, look to the second referee.
   b. If blocked out and the line judge makes the call, accept the call. Don't ask for a decision and then overrule it.
9. The first referee shall make decisions on infractions of the rules from the time the coin toss until the scoresheet is signed. The decisions shall relate to acts on or off the court during playing time, time out or between games.
10. The official should recognize all honor calls and only overrule if the player's decision is unrelated to the violation.

11. The first referee should avoid calling borderline fouls on game and match points. The obvious fouls, however, should be called.
12. The first referee must make decisions on items not specifically covered in the rules.
13. The first referee is to carry out all responsibilities as the official in charge of the match. The first referee may speak to the players or coaches through their playing captains.
14. If the first referee sees that one of the officials is not making the correct decisions, the first referee **may** remove the official concerned and appoint another.
15. Before the coin toss of the deciding game of a match, playing captains must either agree to stay or will have to switch after point 8 in the game (optional). The first referee should toss or direct the second referee to toss a coin to determine serve/receive and side for the final game.
16. The first referee handles any rule interpretation protest during the match.
    a. It is recommended that each competitive conference or league, or two opponents establish the procedure to follow in the event of a protest pertaining to interpretation of rules. It is strongly recommended that every effort be made to settle the dispute before resuming play of the protested game or certainly before the playing of any subsequent games of the match. The procedure is outlined in Rule 13, Comm. 2-5.
    b. When a question pertaining to interpretation of the rules has not been settled satisfactorily by the outside conference but is to be carried to a higher authority for decision, the exact details of the game situation, including all players and their positions at the time of the protest, with a clear description of the situation in question, shall be put into writing immediately and signed by the first referee and captains. The game/match shall proceed as directed by the first referee. At the end of the match, the protesting team shall make a full report to its governing body or the NAGWS Rules Interpreter for a final decision. If the protest is judged by the governing body or NAGWS Rules Interpreter to be valid, begin the protested game again from the point of the protest and replay the remainder

of the match to conclusion. The decision to replay a valid protest would ultimately rest with the two opposing teams and their governing body.

c. Under tournament situations, there should be a protest committee or interpreter who shall make final decisions on protests pertaining to rule interpretation. Play should be suspended until a decision has been made on the protest by this committee or interpreter. This decision will be final.

C. *After the match*. Thank the officiating team for their services and immediately leave the court area accompanied by the second referee.

Duties of the Second Referee

A. *Before the match*

1. Arrive 45 minutes prior to the match with proper attire and meet the first referee outside the court facility. If the first referee has not arrived, the second referee should begin the pre-match procedures. If the first referee does not arrive, the second referee should conduct the match.
2. Check the ball and become personally responsible to the organizers for the game balls.
3. Ensure that the shared hitting protocol is followed and time the official warm up period before the match.
4. Ensure officials' names appear on the scoresheet for game #1.
5. Although the responsibility ultimately rests with the coach, the second referee verifies that the team rosters are correct. Once necessary changes have been made, the rosters are submitted to the scorekeeper.
6. Obtain the lineup sheets from the coaches at the beginning of the 2 minutes of serving and make sure that they are properly filled out and signed by the coach. The second referee must also ensure that the lineups are recorded correctly on the scoresheet and kept confidential by the scorer. If a coach has turned in a lineup and requests a lineup change, that coach may do so only through the normal substitution procedure. If a coach fails to submit the lineup during the intermission period, the second referee notifies the first referee.

7. When the whistle is blown by the first referee for the teams to take positions on the court, the second referee indicates the playing captains and verifies that the players are in their correct positions as noted on the lineup sheet. After this time the scorekeeper is responsible for the correct serving order.
8. After making this check, the second referee rolls the ball to the serving team.

B. *During the match*

1. Take a position near the standard and approximately 1m from the sideline. The second referee's movement down the sideline and away from the post should be curtailed.
2. Watch the receiving team for players out of position at the time of service and then move to the blocking side. When whistling out-of-position on the receiving team, the second referee should indicate the player(s) committing the violation.
3. Concentrate on play at the net and center line by first watching the floor, up the net, touch on the block, down the net and back to the floor.
4. Blow the whistle, when appropriate, to stop play, step to one side of the pole and signal the decision for any violation except one of ball handling. If the ball handling violation or a ball contacting the floor cannot be seen by the first referee, the second referee may discreetly signal it but the first referee is the only official who can whistle the foul.
5. Assist the first referee in identifying back row players playing illegally at the net.
6. Repeat all hand signals (exception: service beckon) of the first referee.
7. Administer substitutions. When the player is substituted, the second referee should:
   a. take a position at the attack line facing the net.
   b. check that the substitute is standing ready to enter at the substitution area (area between attack line and the net); and verify the players' numbers involved in the substitution before sending the substitute onto the court.
   c. step toward the scorekeeper repeating the number(s) and see that the scorekeeper is ready to continue.

d. signal (nod) to the first referee that the play is ready to resume.
e. ensure that during the exchange of subs, no physical contact shall be made between players and officials.
f. notify the coach(es), even though the responsibility ultimately rests with the coach, when:
(1) the 9th substitution is made.
(2) a player has entered the game for a third time.

8. Allow a time out only *if the ball is out of play*, and be responsible for timing the time outs. Whenever a time out is requested, the second referee takes possession of the ball or may direct the nearest line judge to hold the ball. At the conclusion of the time out period, the second referee signals to the first referee the number of time outs already charged to each team.
9. Whistle the following violations/situations:
a. Net violations (including the top). Visually display player(s) number(s) upon request.
b. Center line violations.
c. Ball crossing net outside antenna on second referee's side of court.
d. Overlap on receiving team.
e. Player out of position.
f. Definite back row blocker or attacker.
g. Time out and substitution requests.
h. Foreign objects entering court that could cause a hazard to play.
i. Injured player on court or blood detected on the court, player or uniform.
j. Ball touching obstruction.
k. 40 seconds and 45 seconds during a team time out.
l. 2:45 minutes and 3:00 minutes between games.
10. Refrain from whistling the following violations/situations:
a. Touch on the block/ball lands out of bounds--signal touch.
b. Ball handling--may discreetly signal fault on ball handling when first referee's view is impaired.
c. Ball not crossing net--discreetly signal 4 hits.
d. Out-of-bounds play on second referee's sideline. The angle makes this call difficult and the second referee's attention should be at the net and center line.

e. Any play over the net.
f. Contact of the ball with the floor or any object when the R1 and line judges are not in position to see the contact.
g. If the coaches or substitutes violate the rules while on the bench, the second referee must tell the first referee. It is the first referee who will award the penalty.
h. Upon overhearing players insulting opponents, the second referee should communicate to the first referee. The first referee will award the penalty.

11. It is acceptable for the second referee to make a delayed call involving player out-of-position.
12. Bench Control.
    a. Deter inappropriate behavior when first recognized.
    b. When necessary, walk to the bench and briefly and concisely speak to the coach.
13. Verify with the scorekeeper during time outs that the score sheet and visual scoreboard are correct.
14. Between the games of the match the second referee shall:
    a. take possession of the ball or direct the line judge to take possession of the ball;
    b. immediately take lineup sheets to the coach of each team;
    c. return the lineup sheets from the coaches to the scorer in time to see that the three minute intermission is not delayed;
    d. meet with the playing captains prior to the deciding game of the match and, at the request of the first referee, to determine whether the teams will switch or stay at 8 points and toss the coin;
    e. be sure that any discussion among R1, R2 and line judges between games be minimal, professionally conducted and pertains to the match.
15. Verify that the winning point has been recorded and indicate end of game to the first referee at the end of each game.

For verification of game/match status, signal to the first referee the number of games that have been won by each team.

C. *After the match*. Thank the officiating team for their services and immediately leave the court area accompanied by the first referee.

Duties of the Scorekeeper

1. Before the beginning of a match, secure the names of the referees, receive the verified rosters and record on the scoresheet the numbers of the starting players. Until the first service of each game, the lineups are kept confidential by the scorekeeper and referees. The recommended procedure is for the scorekeeper to write the team names on the back of the respective line-up sheets. The lineup from the previous game is crossed out before the next game lineup is submitted.
2. After the toss of the coin and before each game, record on the scoresheet the positions of the players on the court according to the serving order and lineup given to the scorekeeper. Place an R by the first recorded player position of the receiving team in the scoring section.
3. Prior to the first serve of the game, verify that the lineups correspond to the player positions on the court.
4. Record the scores as the match progresses, carefully noting the number of time outs requested during the game and the substitutions made.
5. During time outs, indicate to the referees the number of time outs which have been charged to each team.
6. Notify the second referee of the number of individual entries as each substitute enters the game, when a team has used its 9th-12th team substitution and when a player has entered the game for a third time.
7. Before and during the progress of the game, make sure that the serving order of players is correctly followed.
8. In the deciding game, where the teams are switching sides, notify the R2 when the leading team has 8 points.
9. Sign the scoresheet at the conclusion of each game.

Duties of Line Judges

1. Line judges need to arrive at least 15 minutes prior to match time in suggested attire: navy slacks, white polo shirt,white socks and white tennis shoes.
2. Line judges will be given instructions by the first referee.
3. There is a designated area at the scorekeeper's table for officials prior to the start of each game. The line judges should not be

sitting in the stands or in the team areas.

4. During time outs , the line judges should stand on the mid-point of the end line nearest them.
5. Each may have a flag with which to signal. (An option of the first referee whether to use flags.)
6. The line judges shall assist the first referee by signaling when:
   a. a ball lands on or inside the court boundaries.
   b. a ball lands outside the court boundaries.
   c. a line violation by server or other player.
   d. a ball touches, crosses over or passes outside the antenna.
   e. a ball contacts player before going out of bounds.
7. The line judge is not responsible for retrieving the ball.
8. Line judges should be attentive and maintain good body position. They should have their left foot close to the sideline and the right foot close to the end line.
9. Moving to make the correct call, followed by a decisive signal will assist in selling the call.
10. The following techniques are to be used by the line judges when :

a. Ball in

b. Ball out

c. Foot fault

d. Outside the Antenna

e. Ball Touched by a Player

f. Blocked from seeing the ball

It has been noted in different parts of the country that referee teamwork has been improved by the use of informal hand communication. The pre-game conference needs to include a discussion of which, if any, of the following communications is going to be used. All communication must be given discreetly. Below are **suggestions** which you can incorporate in your area.

1. Game/Match Point (R2): Place index finger flat against your shoulder closest to the serving team.
2. Position of 5-1 Setter Prior to Serve (R2): Display of index finger(s) on front of thigh indicates if setter is front row (one finger) or back row (two fingers).
3. Identifying Back Row Players Involved in a Potential Violation (R2): Use back row attacker signal discreetly in front of chest.
4. Level of Play Requires Re-Evaluation of Ball Handling (Tighten up) (R2): Fist displayed in center of chest.
5. Yellow Card (Warning) for Bench Control (R2): Display three fingers (which forms a "W") on center of chest.
6. Yellow card warning for team sanction (R2): display three fingers (which forms a "W") against the opposite wrist.
7. Red card for team sanction (R2): display fist against opposite wrist.

These are tools for improvement of communication but are not recognized hand signals. Please forward any suggestions you might have to Joan Powell.

QUESTIONS ON TECHNIQUES

Inquiries regarding officiating techniques in volleyball should be directed to:

JOAN POWELL
14075 Gleneagle Drive
Colorado Springs, CO 80921
719-488-2745 (H)

Instructions for Use of the Official Volleyball Scoresheet*

The scorekeeper shall first prepare the scoresheet by printing the information required for the upper and lower parts of the scoresheet. The scorekeeper shall then get the roster and lineup sheet from each team. The team representative shall write the players' numbers on the lineup sheet before the start of each game. The second referee shall verify that the team rosters are correct.

After the toss for serve and team area, the scorekeeper shall print on the left side of the scoresheet the name of the team that will play in the left area and, on the right side the team that will play in the right area. Make a cross in "first serve" square of team serving first. The scorekeeper shall then write the players' numbers on the scoresheet according to the order that they are positioned on the court starting with the right back player. In other words, the right back player will always be listed first on the scoresheet whether the team is serving or receiving. The scorekeeper shall then record a box with an "R" inside [R] for the right back player of the receiving team. The scorekeeper then records a "c" after the playing captain's number.

Scoring for first round of serves should be in blue (or black), second round of serves in red, third round of serves in blue (or black), etc.

After lineup sheets have been received by the scorekeeper, no changes may be made unless a substitution(s) is used. Opponents may not see lineups submitted by opposing teams prior to the beginning of play. No erasers may be used.

Scorekeeper shall draw a circle for the serve at the time the ball is contacted for the service (circle should touch both upper and lower lines). This gives the scorekeeper required control of the scoring process. When the referee signals point, the scorekeeper shall write the point number in that circle; when the referee signals play-over, the scorekeeper shall write the letter "P" in that circle. When the referee signals side out (rotate), the scorekeeper shall write the letter "R" in that circle. These symbols are for recording the serve of a player and ball in play and are the only items that should be written in the circle.

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When a point is awarded without service, put the point number in a square in the scoring section. In the running score column, put a square around the point number. (The term "scoring section" refers to the lines where the serves are recorded. The term "running score column" refers to the vertical score column in the center of the scoresheet.) When a play-over or side out is indicated by the referee when no serve is involved, the scorekeeper shall draw a square and enter the action awarded.

The code letter "M" is used to indicate a referee's mind change. When the referee changes the decision, the letter "M" is recorded in the scoring section after the circle, a slash cancels the referee's first decision, and the second decision is recorded in a square. If a point was made as the referee's first decision, the letter "M" is also placed in the running score column next to the slashed number. This letter "M" will be circled (or squared) when the point is remade.

Points cancelled because of the scorekeeper's error acted upon by the referee (for illegal substitution or wrong server) will be slashed both in the scoring section and in the running score column. When the points are remade, the point numbers are remade in the scoring section and the remade number is circled (or squared) in the running score column. Always slash through cancelled points.

The scorekeeper will record the letter "R" in a square if a server fails to serve in the allotted 5-second time period and is penalized a side out by the first referee for delay of service. This would not be recorded in the comments section.

EXAMPLE: 5-second service penalty . . . R

If the scorekeeper makes an inadvertent error in recording, i.e., scorekeeper misinterpreted the referee's signal and recorded the wrong symbol, the scorekeeper crosses out the mistake with an "X" and replaces it with the correct symbol.

If a serve has been initiated and the first referee stops play in the middle of the volley and issues a red card penalty, the scorekeeper will draw a square around the circle and record in that squared-circle the appropriate symbol.

EXAMPLE: Red card to player on serving team . . . (1) [R]
Red card to player on receiving team . (1) [2]

The "Comments" section is to be used any time a noteworthy situation occurs during the game and is pertinent to the progress of the game. noteworthy situations would include:

1. Improper request;
2. Re-serve;
3. First referee showing a yellow card, indicating warning;
4. First referee showing a red card, indicating penalty point or penalty side out;
5. First referee showing a red/yellow card together, indicating a player is expelled from the game;
6. First referee showing a red/yellow card apart, indicating a player is disqualified for the remainder of the match and must leave the area;
7. Points removed because of scorekeeper error and acted upon by the first referee, i.e., wrong server, wrong position entry, entry of player not on roster, entry of player exceeding player or team substitution, entry of disqualified player or other illegal substitutions;
8. Side out awarded as the result of wrong server;
9. Abnormal substitution allowed because of injury;
10. Protested game (i.e.-score, team areas, player serving, relative position of both teams at time of protested play; first referee dictates protest claims and signs; both playing captains and scorekeeper sign);
11. Pertinent information relating to unusual circumstances in the conduct of the game;
12. Defaulted game.

When a warning or penalty has been issued by the first referee, the scorekeeper shall indicate in the "Comments" section whether it is a warning or penalty, indicate the offending player's number of team, record the reason for penalty or warning, and record the score of game (offending team's score first).

Substitutions are recorded in the scoring section on the line of the player who is serving, or is about to serve. Substitutes for the serving

team are indicated with an "S", and the substitutes for the receiving team with an "Sx." The numbers following the S or Sx indicate the players involved in the substitution, listing first the player entering and then the player leaving the game.

Time outs are recorded both in the scoring section on the line of the player who is serving, or is about to serve, and in the time out square under the scoring column. Time outs for the serving team are indicated with a "T" and time outs for the receiving team with a "Tx." The score is recorded in the time out square for the team charged with the time out with that team's score listed first.

When the game is finished, final recording of necessary information should be written in blue (black); winning team and score on top, losing team and score next; time game finished; names of first and second referees and scorekeeper are written; all heading information is complete; "Score of the Game" number is circled. The scorekeeper signs the sheets.

If the game is forfeited prior to the beginning of the game, the scorekeeper prepares the scoresheet by filling in the heading, officials, lineup of players and/or team present, and score of 15-0, then writes "Forfeit" across the sheet. If more than one game of the match is forfeited, use this same game sheet to circle additional game numbers forfeited, rather than using an additional scoresheet. (If a best of 3 match is forfeited, "Score of Game" numbers 1 and 2 would be circled.)

Explanation of Scoring In Example

In this fifth and deciding game of the match, the coin is tossed and the blue team elects to serve first. White team chooses court to the left of the scorekeeper.

[R] White is the receiving team and #9 does not serve.

(P) (R) Blue #2 serves twice, volleys resulting in a play-over and a side-out.

(1) (2) (R) White #17 serves two fast points; the third serve is a side out.

(1) S 14/10 16/6 (R) Blue #8 serves their first point; the coach substitutes #14 for #10 and #16 for #6. Scorekeeper records S 14/10 16/6 in the scoring section, slashes through #10 and #6 in the player's number column, and writes #14 and #16 respectively. Team substitution #1 and #2 under the scoring column are circles. Player #8's second serve results in a side out.

③④ Sx 5/20 3/8 ⑤Ⓡ White's #1 serves points 3 and 4. Blue's coach calls for two substitutions, Player #5 for #20 and #2 for #8. Scorekeeper records Sx 5/20 3/8 in White's scoring section, slashes through Blue #20 and #8 in the player's number column and writes #5 and #3 respectively. Team substitution #3 and #4 are circled. White #1 serves one more point, then serves a side out.

②③Ⓡ Blue #14 serves points 2 and 3, then serves a side out.

S 15/7 Ⓡ White #7, the captain, is due to serve. Before she does, the coach substitutes Player #15 for #7. The coach designates Player #9 as the new floor captain. Scorekeeper puts small "c" next to Player #9 in "player's number" column, as well as recording S 15/7 in the White scoring section and slashing through White #7c, and writing in #15. Team substitution #1 is circled. Blue's captain requests a substitution, Player #20 for #14. Scorekeeper informs captain this is a wrong position entry and refuses the substitution. The first referee issues a team yellow card for a delay due to a request for entry of an illegal substitute. Scorekeeper records team warning against Blue in the comment section. White #15 serves a side out.

⊗Ⓟ④Ⓡ Blue #5 serves, and the scorekeeper records point 4 in the scoring section as well as in the running score column in error. The referee's signal was a play-over, not a point. Scorekeeper puts a large "X" through point 4 in the scoring section and records "P" in a circle immediately after as though the 4 had never been recorded. Since the referee's only signal was a play-over, and the scorekeeper erred in observing the hand signal, the "P: is recorded in a circle, not a square. In the score column, the scorekeeper puts an "X" through point 4 that was circled, rewrites number 4 on the outside of the running score column. White captain questions the decision to play-over. Blue #2 makes a remark about the White captain questioning the decision. The referee holds up a yellow card and points to Blue #2, warning her to stop making remarks toward the opponents. Scorekeeper records warning against Blue #2 in "Comments" section. Blue #5 serves for the second time, making point 4. Scorekeeper circles the remade number 4 in the running score column. White captain #9 calls for their second team substitution, Player #11 for #4. Player #11 is still on the bench in sweats. The first referee issues a team yellow card for a delay in completing a substitution. Scorekeeper records team warning against White in the comment section. White must wait until the next dead ball to request another substitution. Blue #5's service goes into the net.

Scorekeeper records S 11/4 in the scoring section, slashes through #4 writing in #11 and circles White team substitution #2. White #3 serves point 6. Blue calls for their first time-out. Scorekeeper records 4-6 in Blue's time-out square and Tx in White's scoring section. White #3 serves a side-out.

(5) Tx (R) Blue #16 serves point 5. White's captain calls for a time-out. Scorekeeper records 6-5 in White's first square and Tx in Blue's scoring section. Blue #16 serves a side-out.

(7)(8) C Sx 10/14 (9)(10)(R) White #11 serves points 7 and 8. Scorekeeper signals change of sides (point 8 is reached). The scorekeeper writes the change symbol "C" in three places: one in the scoring section; two in the running score column to note score of 8 to 5 at the change point. Scorekeeper checks lineups on the floor, and the game continues. Before the first referee blows the whistle for service, the Blue captain calls for its fifth team substitution, Player #10 for #14. Since #10 is the original starting player in the game she may enter the game in her original position. White #11 serves points 9 and 10. The next service results in a side-out.

(6) Sx 18/1 6/11 (R) Blue player #12, the captain, serves point 6. The White captain calls for two substitutions, Player #18 for #1 and #6 for #11. Team substitution #3 and #4 are circled. Sx 18/1, 6/11 is recorded in the Blue scoring section, a slash through White #1 and #11, with #18 and #6 recorded respectively. Substitution #6 for #11 is legal. Any number of players may enter the game in each position provided they have not been in the game previously in a different position. Blue #12 serves a side-out.

This completes the first round for all players. Scorekeeper reaches for red pen, ready to record second round.

Sx 20/5 14/10 8/3 S 7/15 4/6 1 (R) Blue captain calls for substitutions, Player #20 for #5, #14 for #10 and #8 for #3. Scorekeeper records Sx 20/5 14/10 8/3, slashes Blue #5, #10 and #3 replaced with #20, #14 and #8 respectively, then circles team substitutions 6, 7, 8. The White coach calls for two substitutions, Player #7 for #15 and player #4 for #6. Player #7 is again the captain (as soon as the original captain enters the game he/she is again the playing captain). Scorekeeper slashes the "c" next to Player #9 in the player's number column. S 7/15 4/6 is recorded in the White scoring section. White #15 and #6 are slashed and #7c and #4 recorded respectively. Before White #9 serves, the Blue coach requests a substitution, Player #3 for

#8. The second referee denies the request since it is the second request for substitution during the same dead ball. This improper request follows a team delay in the same game and must receive a team red card for a second team delay. Point 11 is awarded to the White team and is recorded in a square in both the scoring section and the running score column. The scorekeeper notes the penalty in the comment section. White #9 serves a side-out.

(7) (8) M [P] [R] Blue Player #2 serves points 7 and 8. The White captain questions the referee about the ball being inside or outside the line; the first referee confers with the line judge, then changes point 8 to a play-over. Scorekeeper puts slash through the referee's second decision in a square because no serve is involved in the second decision. In the running score, the scorekeeper slashes through point 8 and writes the code letter "M" alongside the point. Blue Player #2 shouts a rude remark to the opponents (#2's second outburst). The first referee holds up a red card, points to the offender, and talks to the captain. The referee then signals side out, which the scorekeeper records in a square. The scorekeeper notes the red card penalty in the "Comments" section.

[R] White #9 serves (in error) instead of the correct server, White #17. (Scorekeeper should know the wrong server is going to serve before it happens, but must wait until the illegal service actually occurs). As soon as #9 contacts the ball for service, the scorekeeper sounds the horn or whistle. No circle is drawn for illegal service (if circle is drawn inadvertently, the scorekeeper puts an "X" through it). Nothing is recorded on the line of the incorrect server. A [R] is recorded in the scoring section next to the person who should have served, Player #17, and the necessary information regarding the wrong serve is recorded in the "Comments" section.

Sx 1/18 (8) (P) Sx 15/3 (9) (R) Before Blue #8 serves, White captain #7 calls for a substitution to remove a player affected by opponent's poor sportsmanship #1 for #18. Scorekeeper notes Sx 1/18 in Blue's scoring section, slashes through #18, replaces with #1 and circles team substitution #7 for White. Blue #8 serves point 8. Symbol M is circled in the running score column, to indicate point #8. Blue #8 serves again. During the volley, the referee notices that White #3 is injured and immediately blows the whistle to stop play, indicating a play-over on the service. White #3 is not able to remain in the game. Since the White team has no additional players on its roster, a substitute who has already played in another position may replace the

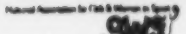
injured player regardless of position. The White captain puts Player #15 (who has already been in the game for #7) in the game for injured #3 with Sx 15/3 recorded in the Blue scoring column, a slash through White #3 replaced with #15, team substitution #8 circled, and an abnormal substitution noted in the "Comments" section. Blue #8 serves point 9, then a side-out.

(12) Sx 6/16 10/14 Sx 13/2 (R) White #1 serves point 12. The Blue coach calls for three substitutions, Player #6 for #16, #5 for #20, and #10 for #14. The scorekeeper records substitutions noting Sx 6/16 5/20 10/14 with slashes through #16, #20 and #14 and records #6, #5 and #10 respectively. Team substitutions 9, 10 and 11 are circled. While the substitutions are taking place, Blue #2 verbally abuses the opposing team and an official. First referee signals that Player #2 is expelled for the remainder of the game by holding up both the red and yellow cards together. The Blue captain is called to the stand and advised of the situation. The scorekeeper records information in "Comments" section. Blue captain substitutes Player #13 for #2 with Sx 13/2 recorded, a slash through #2 and #13 recorded. This uses Blue's final allowable substitution. White #1 then serves a side out.

(10) (11) (R) Blue #10 serves points 10, 11, then a side out.

(13) [14] (15) White captain serves point 13. Blue coach calls for a substitution, player #16 for #6. Since this would be a thirteenth team substitution for Blue, substitution is denied. The scorekeeper recognizes that this illegal substitution request is a "repeated team delay" by the Blue team. The first referee penalizes the Blue team with penalty point 14 which is recorded in a square in both the scoring section and the running score column. Scorekeeper notes penalty in "Comments" section. White #7 serves point 15 to end the game and match.

The scorekeeper uses a blue (black) pen to complete the rest of the sheet, fills out the rest of the scoresheet by recording the winning team on top and losing team second, notes the time the game ended at the top of the sheet, and makes sure scoresheet is checked carefully to ensure its completeness (game number must be circled).



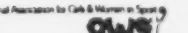
TEAM White

VOLLEYBALL
LINEUP SHEET

ROSTER

	No.	Name
1	1	Jan Sasaki
2	2	Sally Griffith
3	3	Karen Richmond
4	4	Renee Brown
5	6	Sandy Mascorro
6	7	Nancy DeMerdin
7	9	Ellen Cutler
8	10	Jean Chung
9	12	Reatha Stady
10	17	Linda Fraser
11		
12		
13		
14		
15		

Coach's Name B. Tompson



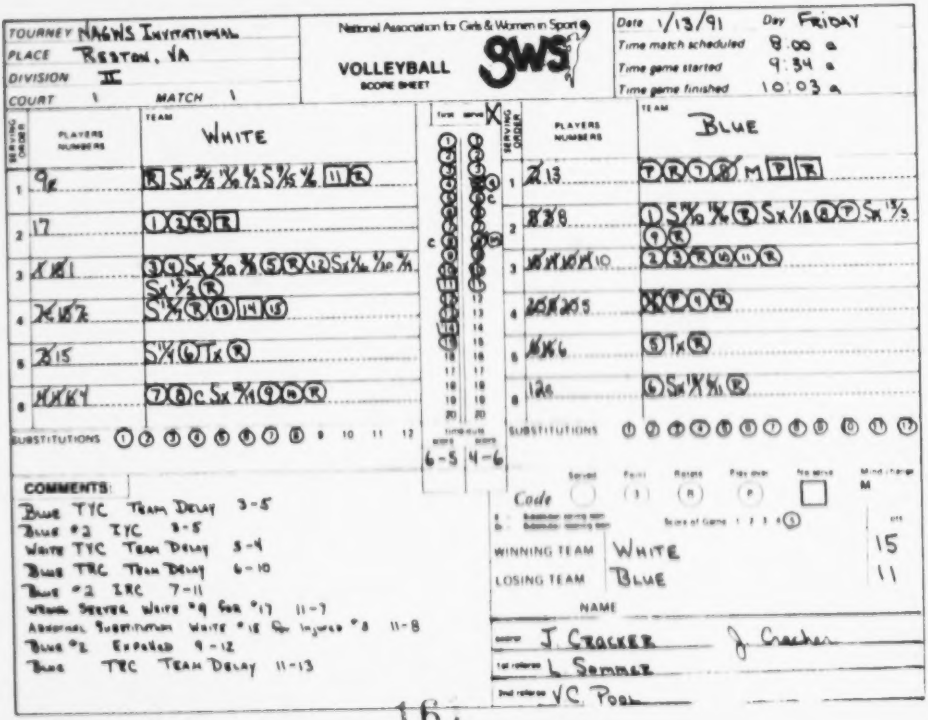
TEAM Blue

VOLLEYBALL
LINEUP SHEET

ROSTER

	No.	Name
1	2	Jill Kingsley
2	3	Mary Kay Haegal
3	4	Sandy Schafer
4	6	Stacy Gold
5	8	Rosanne Godwin
6	9	Marilyn Ramah
7	10	Kris Sommer
8	11	Linda Varta
9	13	Erma Garcia
10	20	Betty Kellers
11		
12		
13		
14		
15		

Coach's Name S. Kellers



TOURNEY NAGWS INVITATIONAL
PLACE RESTON, VA
DIVISION II
COURT 1 MATCH 1

National Association for Girls & Women in Sport
VOLLEYBALL
SCORE SHEET
NAGWS

Date 1/13/91 Day FRIDAY
Time match scheduled 8:00 a
Time game started 9:34 a
Time game finished 10:03 a

SERVING ORDER	PLAYERS NUMBERS	TEAM WHITE
1	9	R S× ¾ ⅞ ½ S× ¼ 11 R
2	17	1 2 3 R
3	1	4 Q S× ⅞ ¾ 5 R 12 S× ⅛ ⅞ ¾ S× 13 R
4	7	S× 3 11 14 15
5	15	S× 6 T× R
6	4	7 8 c S× 10 9 R

SUBSTITUTIONS 1 2 3 4 5 6 7 8 9 10 11 12

SERVING ORDER	PLAYERS NUMBERS	TEAM BLUE
1	13	7 R 3 8 M P R
2	8	1 S× ⅞ ⅞ R S× ⅛ 2 T S× 13 9 R
3	10	4 5 R 12 11 R
4	5	6 T 3 R
5	6	5 T× R
6	12	9 S× ⅞ ⅛ R

SUBSTITUTIONS 1 2 3 4 5 6 7 8 9 10 11 12

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
time-outs																				
scores																				

time-outs: 6-5 | 4-6

COMMENTS:
Blue T1C Team Delay 3-5
Blue #2 T1C 3-5
White T1C Team Delay 5-4
Blue T2C Team Delay 6-10
Blue #2 2RC 7-11
White Server White #9 for #17 11-7
Abdomal Substitution White #18 for Injured #8 11-8
Blue #2 Expelled 9-12
Blue T1C Team Delay 11-13

Code: Served ( ) Point (1) Replay (R) Play over (P) No serve ☐ Misconduct M

Score of Game 1 2 3 4 (5) etc

WINNING TEAM	WHITE 15
LOSING TEAM	BLUE 11

NAME

scorer J. CROCKER J. Crocker
1st referee L. SOMMER
2nd referee V.C. POOL

TOURNEY NAGWS Invitational
PLACE Reston, VA
DIVISION II
COURT 1 MATCH 3

National Association for Girls & Women in Sport
VOLLEYBALL
SCORE SHEET
SWS

Date 1/12/91 Day FRIDAY
Time match scheduled 8:00 a
Time game started 9:34 a
Time game finished

SERVING ORDER	PLAYERS NUMBERS	TEAM: WHITE
1	9a	R
2	17	1 2 R
3	1	3 4 5 R
4	7c	6 R
5	3	7
6	4	

SUBSTITUTIONS 1 2 3 4 5 6 7 8 9 10 11 12

First serve X

WHITE	BLUE
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20

Timeouts: 1 2

SERVING ORDER	PLAYERS NUMBERS	TEAM: BLUE
1	2	1 2 R
2	8	3 R
3	10	4 5 6 R
4	20	7 R
5	6	
6	12a	

SUBSTITUTIONS 1 2 3 4 5 6 7 8 9 10 11 12

COMMENTS:

Code: Server ( ) Point (3) Replay (R) Fly over (F) No serve [ ] Mind change M

a – Substitution entering team
b – Substitution leaving team

Score of Game 1 2 3 4 5

WINNING TEAM

LOSING TEAM

NAME

Umpire J. Crockett
1st referee L. Sommer
2nd referee V.C. Pool

162

Experimental Rule:
Rally Score System Deciding Game

When using the rally score system, every rally results in a point (except for a play-over). If the serving team wins the rally, they receive a point and continue to serve. If the receiving team wins the rally, they receive a point and the serve. In the sample, the Blue team has won the coin toss and elected to serve. The White team selected the left court.

[R] White #9 begins the game in the right back position but does not serve.

(1) (2) (R) Blue #2 serves twice resulting in points 1 & 2 and then serves a side out.

[1] (2) (R) Because White team won the rally causing a side out for Blue they receive a point. That point is recorded in a square (no serve involved) on the line of the next server; in this case, White #17. The point is also squared in the running score column. White #17 serves twice, resulting in a point and a side out.

[3] Because Blue won the last rally, causing the side out for White, they receive a point. That point is recorded in a square on the line of the next server for Blue. In this case, Blue #8.

If the teams are to change sides at 8 points, the scorekeeper should follow this procedure:

(8) c
[7] c
c 8 8 Scorekeeper signals change of sides (point 8 is reached). The scorekeeper writes the change symbol "C" in three places: one, in the scoring section; two, in the running score column to note score of 8 to 7 at the change point. Scorekeeper checks lineups on the floor, and the game continues.

This scoring procedure is continued until the game is complete.

Volleyball Study Questions

Part I

Directions: Indicate the official's decision in each situation using the key letter(s) in the space provided. There is only one best answer to each question. Assume no condition exists other than those stated in the question.
NOTE: Team A is the serving team.

KEY:
PT . . . Point
R. . . . Rotate, Side-out
L. . . . Legal, play continues
P. . . . Play-over
TO. . . Time-out
D. . . . Default
S. . . . Sanction

_____ 1. On the third team contact, the LB on Team B attacks the ball from above the height of the net while in front of the imaginary extension of the attack line. The CF of Team A reaches across the net and blocks the spike.

_____ 2. On Team A's second team hit, the RF saved a ball, with one foot on the playing surface, that was clearly over a set of bleachers and bumped the ball so that the CF player was able to spike it into Team B's court for a kill.

_____ 3. Team B's LF receives a served ball in the front zone and the ball rebounds towards the center of the back court. While the ball is in the air, Team B's CF accidentally contacts the net. Team B's CB then bumps the ball over the net into Team A's court.

_____ 4. Team B's back row setter, who is in the attack zone, but never above the net, jumps to save a bad pass and contacts the ball which is higher than the net so that it penetrates the plane of the net. Team A's middle blocker blocks the ball back into the setter's hand before thesetter returns to the floor.

_____ 5. Team B is serving the ball. The first referee signals and whistles for the RB player to serve. The server does not contact the ball for service within 5 seconds.

_____ 6. The first referee blows the whistle and signals for service. The RB player #10 for Team A tosses the ball

for a service action and allows the ball to fall to the floor without being touched. The first referee blows the whistle and signals re-serve with a new 5 seconds. During #10's next term of service the same player repeats the process.

_____ 7. While attempting a great defensive play (the first team contact), the ball cleanly rebounds off the knee and hand of player B2 in one attempt to play the ball.

_____ 8. During a period when the ball is out of play, the head coach approaches the court to within 1-1 1/2 meters of the sideline in front of the bench area and calls instructions to the captain.

_____ 9. Team B's middle blocker blocks the ball into the top net tape. As the ball drops towards the floor the blocker is able to dig the ball back into the air. The LB takes off from behind the attack line and spikes the ball onto the floor of Team A's playing court.

_____ 10. The LB on Team B dives for a ball dropping in the left back corner. The first referee is blocked out as the ball rebounds into the air. The line judge signals that the ball hit the floor.

Part II

Directions: Indicate the sanction to be levied in each situation using the key letter(s). There is only one best answer. Assume no condition exists other than those stated.

KEY:
IYR . . . . . *Yellow Card - Individual Sanction*
IRC . . . . . *Red Card - Individual Sanction*
IR . . . . . *Denial - Improper Request*
TYC . . . . . *Yellow Card - Team Sanction*
TRC . . . . . *Red Card - Team Sanction*
E . . . . . *Expulsion*
DQ . . . . . *Disqualification*

_____ 11. Team A's #14 enters the game in service order position #5 to replace Team A's #8. Later, player #8 attempts to enter the game in service order position #6 but is stopped by the scorekeeper before entering.

_____ 12. Player #5, the playing captain, repeatedly questions the first referee about ball handling calls.

_____ 13. Team A makes a request for time out which is granted. It is then discovered that this is a third time out granted in error by the first referee.

_____ 14. Team B's LF player disagrees with a touch call, rushes back towards the line judge and makes rude remarks.

_____ 15. Team B's coach requests a substitution that would result in the player's 4th entry. Later in the game the coach requests a substitution that would result in the team's 13th substitution.

Part III

Directions: Read each situation carefully. Decide whether the officials decision is CORRECT (C) or INCORRECT (I). Mark either "C" or "I" in the space provided. If any part of the statement is incorrect, the whole statement is incorrect.
NOTE: Team A is the serving team.

_____ 16. The setter on Team A is facing the second referee when the ball drops quickly from the block. During the contact, the ball is not visible from the first referee's vantage point. The second referee signals held ball, in front of his/her body, to the first referee.

_____ 17. Among the second referee's duties are timing warm-ups time outs and the time between games.

_____ 18. There is no point cap in any game.

_____ 19. In the absence of an agreement by the conference, association or between the two competing schools, regular (side out) scoring will be used as the default rules.

_____ 20. The opposing middle blockers are engaged in intense net play. As the game continues, both players respond to each play with increased verbal taunting through the net. The first referee issues individual yellow cards to each player.

_____ 21. The second referee is checking the lineup on the court, Team B's #10 is on the court but the coach has written #16 on the lineup sheet. There is no #16 on the roster so the second referee informs the coach that a substitution must be made for #16.

_____ 22. Prior to the match the scorekeeper should verify rosters from the playing teams.

_____ 23. Team B's back row setter jumps to save the ball from totally crossing the net as Team A's middle blocker blocks the ball back into Team B's playing area. Team B's CB dives making a great save. The first referee signals no foul.

_____ 24. Team B chooses not to use the court during its warmup period prior to the match. The first referee allows Team A to use the court instead.

_____ 25. The server tosses the ball for service and then lets it fall to the floor untouched. The server then serves two points and again allows the ball to fall to the floor. This would result in an illegal service and a side out.

Part IV

Directions: Read each question carefully. Select the one choice which best answers the question. Place the letter of your choice in the space provided.

_____ 26. Which is a duty of the second referee?
a. Sign the scoresheet to verify the score of each game.
b. Identify substitutes who are guilty of misconduct and award the appropriate sanction.
c. Blow the whistle for a ball crossing outside the antenna.
d. Whistle immediately when the ball lands near the second referee.

_____ 27. During the course of the game, it is discovered that player B5 re-entered the game in the wrong position 2 rotations previously. Which of the following is NOT true:
a. Player B5 is removed and the correct player put back into the game.
b. The player and team substitutions charged at the time of the wrong entry are removed as if they had never occurred.
c. The referee signals a TRC for team delay.
d. Team A shall be awarded a point unless the play immediately preceeding discovery of the wrong position entry resulted in a point.

——— 28. When should the first referee stop play for an illegal back row setter?
   a. As soon as the ball totally crosses the net or is legally blocked.
   b. As soon as the ball penetrates the plane of the net.
   c. As soon as the ball is contacted by the back row attacker.
   d. None of the above.

29. Coaches in the team bench area are allowed to:
   a. Stand and talk to substitutes in the bench area.
   b. Stand and coach briefly from the bench area.
   c. Approach the sideline up to 1 meter.
   d. All of the above.

30. Which of the following would be sanctioned with a team yellow card for a team delay?
   a. A late substitution request.
   b. Water spilled on the floor near a team bench during a time out.
   c. Attempted entry of a substitute who is not on the roster.
   d. An injured player not replaced within 15 seconds.

Part V

Directions: Answer Questions #31-35 using the sample scoresheet on page 163 of this *Guide* and the instructions for its use beginning on page 154. The scoresheet used represents a match in which 12 substitutions/3 entries were allowed.

31. Which team has used 12 substitutions?
32. What player on the Blue team has only one more entry?
33. What player was injured and taken out?
34. What player was expelled?
35. S 11/4 means Player #4 substituted in for Player #11.

Part VI

Directions: If the statement is True, completely fill in the space provided on the answer sheet; if any part of the statement is incorrect, fill in the space under False.

36. A team has a 6-inch logo imprinted on the white vertical tape markers. The first referees begins the match.
37. The standards, floor cables and referee's stand must be padded in order for the match to be played.
38. In Game 1, the coach receives an IYC for unsportsmanlike conduct. In Game 3, a player on the bench makes a derogatory comment to the referee. The referee cannot identify the guilty player. The referee awards the coach an IRC.
39. The deciding games using rally point scoring shall be capped at 17 points.
40. At the end of each non-deciding game, the teams shall line up on their respective end lines. The first referee shall give the change of court signal.

Answer and Rule References

Answer	NAGWS
1. PT	R8, A12, C12-(a)
2. L	R1, C2b
3. PT	
4. L	R8, A14
5. SO	R7, A16c
6. L	
7. L	R8, A3
8. L	R4, A5-2b
9. PT	R1, A6, C6-2
10. PT	R7, A1c, A8
11. IR	R4, A8a, C8a
12. IYC	R4, A5, A6a
13. TYC	R4, A4, 3c
14. IRC	R4, A6b
15. TYC	R4, A8
16. I	R15, A2, C2-3
17. C	R15
18. C	R12, A2a,b
19. C	R12, C2,1
20. I	R4, A7a, A6a
21. C	R5, A2b, C2-2(c)
22. I	R15, C6-2
23. C	R8, A12, C12c
24. I	R4, A10c
25. I	R8, A1 and R14, A5
26. C	R15, A2c
27. C	R7, A5, C2c
28. C	R8, A10
29. D	R4, C5-2
30. B	R4, A8b
31. Blue	Scoring Section
32. Blue #14	Scoring Section
33. White #8	Scoring Section
34. Blue #2	Scoring Section
35. F	Scoring Section
36. T	R2, C3
37. T	R2, A5; C5-3
38. F	R4, A6, C5
39. F	R12, A2
40. T	R6, A4, C4

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H:502-361-1023

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313-778-0490

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H:919-791-6472

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H:505-883-4688

NY George Aber (96)
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H:716-334-4004

Arlane Fredrick (94)
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H:716-833-3349

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Flushing, NY 11354
W:212-307-7810
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H:513-372-8878

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Lima, OH 45801
419-225-3421

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H: 503-233-7085

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Affiliated Boards of Officials

The Affiliated Boards of Officials (ABO) is one of the structures of the National Association for Girls and Women in Sports (NAGWS). The goals are:

1. To improve the quality of volleyball officiating with an emphasis on girl's and women's sports contests, regardless of the level of skill/maturity of players, or the rules governing the contest.
2. To increase the number of competent women officials, not to the exclusion of men, but as needed affirmative action.
3. To promote the involvement of women in the government bodies of other sports officiating groups.

The purpose of the ABO is to promote quality volleyball officiating by:

(1) Developing officiating techniques
(2) Providing materials for training and rating officials
(3) Disseminating information about officiating
(4) Promoting the use of ABO-rated officials
(5) Developing standards of conduct for officials compatible with the philosophy of the NAGWS
(6) Providing the organizational and administrative structure of the coordination of member boards
(7) Promoting standards with respect to fees, ratings, and uniforms.

Over 100 boards of officials throughout the United States are affiliated with ABO. These boards provide opportunities for interested individuals to learn about volleyball officiating. The ABO disseminates information on proper techniques and mechanics, and sets standards for evaluation based on those techniques. The ABO also provides theoretical testing materials and sets standards used to evaluate officials on their knowledge.

Statement of Philosophy of the Affiliated Boards of Officials

The Role of the Official In the Competitive Situation

Educational values should be of primary concern to all who have leadership roles in a competitive program. As one of those fulfilling leadership roles, the official must be concerned with promoting those values and with the welfare of the participant. The unique contribution of the official is assuring equal opportunity and fair play for all. The official essentially acts as an arbitrator, providing judgments that are within the spirit and intent of the rules. Decisions are based on objective evidence, free from bias and from the emotion that often pervades the competitive environment.

An official enters the competitive situation with a thorough understanding of the letter, as well as the intent of the rules, the strategy and skills of the sport to be played, and correct execution of officiating techniques to view the contest accurately. The official maintains a friendly yet reserved attitude toward all throughout the sport experience. The official is flexible, operating within officiating standards appropriate to the age of the performers, the level of skill, and the facilities available. Biases by players, spectators, and coaches will be evaluated with an understanding not only of the multiplicity of ways in which individuals may react to a competitive experience but also of the behavior appropriate to such an educational experience. Duties will be performed fairly, efficiently, and without drawing undue attention to the official. In order to strengthen the official's effectiveness, personal evaluation of performance will be made and solicitation of constructive criticism from coaches, players, and administrators will be sought. Though receiving a fee, the ultimate reward to the official will be that of having rendered a valuable service to girls and women who have found personal meaning in expressing themselves through the medium of sport.

Affiliated Boards of Officials Honor Award

The Affiliated Boards of Officials encourage members to consider nominating a candidate for the ABO Honor Award. Criteria for the award are as follows:

Candidates shall be at least 30 years of age and shall have worked in promoting officiating through the ABO for at least ten years. Candidates shall be persons of high moral character and personal integrity who by their leadership and efforts have made an outstanding and noteworthy contribution through officiating. To indicate leadership of meritorious contribution, the candidates should present evidence of successful experience in any six or more categories of service from the following:

Category 1: Offices-Leadership

1. Member of the Board of Directors of the Affiliated Boards of Officials.
2. Outstanding service at the state level in promoting the work of ABO.

Category 2: Committee Work

3. Chairperson of a committee of the ABO.
4. Committee work over a period of three years or more with local, state, or the national organization within the structure of ABO.

Category 3: Writing-Research

5. Author or co-author of one or more books in areas dealing with volleyball officiating.
6. Author of five or more articles concerning volleyball officiating which have been published in periodicals of national scope.
7. Producer or director of visual aids to be used in the teaching of volleyball officiating.

Category 4: Speaking and Teaching

8. Significant addresses for educational groups, conventions, radio and television audiences about volleyball officiating.
9. Presentations of clinics and workshops concerning volleyball officiating.
10. Teaching and training of volleyball officials.

Category 5: Officiating and Rating

11. Holding a national ABO rating.
12. Being an official at a regional or national volleyball tournament.
13. Rating of officials for a period of five or more years.

Category 6: Public Relations

14. Promoting the use of ABO officials as an administrator of a school or recreation group or as a committee member of a city or league.
15. Serving on the governing body of sports officiating groups other than ABO and contributing liaison efforts and/or the promotion of the involvement of women in the decision making process of other sport groups.
16. An outstanding original contribution to the development of volleyball officiating not included in the above.

Send recommendations to:

ABO Honor Award
1227 Lake Plaza Drive
Colorado Springs, CO 80906

Standards for Officials' Ratings in Volleyball

There are six ratings for officials, five of which qualify the holder to officiate sports contests. Each is designed to meet the needs of various sports events and to stimulate interest of individuals who desire to officiate.

The *Intramural rating* qualifies the holder to officiate contests in the school in which the holder is enrolled or contests of comparable level.

The *Apprentice rating* qualifies the holder to officiate contests which may be adequately controlled by a competent, but inexperienced official.

The *Local rating* signifies that the holder is qualified to officiate interscholastic and intercollegiate contests requiring a competent and experienced official.

The *State rating* signifies that the holder is capable of officiating any contest within the state or region where the rating is awarded.

The *Honorary National rating* allows an individual who is no longer actively officiating at the national level to remain active in their local board area for the purposes of training and rating.

The *National rating* signifies that the holder is capable of officiating any contest anywhere in the United States. This rating is for the most highly skilled official.

All ABO officials are required to take the theoretical examination yearly. Specific requirements for all ratings are outlined below.

Intramural Official

1. Minimum standards--set by Affiliated Board.
2. Duration--rating expires yearly on June 1.
3. Renewal--current
   a. Written examination must be taken prior to each collegiate season--minimum score set by board.
   b. Practical examination--must be taken within each two year period--minimum score set by board.
4. This rating is nontransferable to other boards.

Apprentice Official

1. Minimum standards can be set by the affiliated boards, or these standards may be followed:
   a. Theoretical examination[1]--national examination, minimum 60.
   b. Practical examination[2]--minimum 75; minimum number of raters: at least one rater with a local rating or above.
2. Duration--rating expires yearly on June 1.
3. Renewal current
   a. Written examination must be taken prior to each collegiate season--minimum score set by board.
   b. Practical examination--must be taken within each two year period--minimum score set by board.
4. This rating is nontransferable to other boards.

Local Official

1. Minimum standards
   a. Theoretical examination[1]--national examination, minimum 76.
   b. Practical examination[2]--minimum 80; minimum number of raters: two raters; one rater must have a local rating or above; or alternate methods as described in the ABO Volleyball Handbook.
2. Duration--rating expires yearly on June 1.
3. This rating is transferable to other boards.

State Official

1. Minimum standards
   a. Theoretical examination[1]--national examination, minimum 82.
   b. Practical examination[2]--minimum 85; minimum number of raters: three raters; one rater must have a state rating; others must be local or above; or alternate methods as described in the ABO Volleyball Handbook.

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[1]Form A and Form B of the ABO Theoretical Examinations *must* be administered as closed book examinations.

[2]Any rating team may include no more than one Honorary National. See Alternate Practical Rating Procedures and Methods for Practical Renewal in this section.

2. Duration--rating expires yearly on June 1.
3. Renewal
   a. Written examination--must be taken prior to each collegiate season.
   b. Practical examination--must be taken within each two year period.
4. This rating is transferable to other boards.

Honorary National Official

1. Minimum standards.
   a. Held an ABO National Volleyball Rating for two four-year terms.
2. Duration--lifetime.
3. This rating is transferable to other boards.

To obtain this rating, the applicant must send a letter to the NRT Director, and the letter must be signed by both the applicant and the local board chair.

National Official

Note: National Ratings for Volleyball can only be awarded by ABO National Rating Teams.

1. Minimum standards.
   a. Theoretical examination[1]--national examination, minimum 88.
   b. Practical examination[2]--minimum 88; minimum number of raters: three raters all with national ratings.
2. Duration--rating expires on December 31st four years after the year in which the rating is awarded.
3. Renewal
   a. Written examination--must be taken prior to each collegiate season.
   b. Practical examination
      (1) Rated by NRT
      (2) Alternate method of renewing a National Rating (p. 202).
4. This rating is transferable to other boards.

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[1]See Footnote p. 199

[2]See Footnote p. 199

An official must apply to attend a national rating session. The following criteria must be met for an official to apply:

a. Must have officiated with a current State rating for 2 years, or have officiated with a current National rating, or hold an Honorary National rating.
b. Must have passed the written test scoring 88 or above, administered and verified by the local officiating board chair.
c. Must have officiated at a national, state, regional, or qualifying tournament in at least 1 of the 2 previous years; *OR* must have obtained signatures of three (3) *different* individuals who serve in any of the following capacities:
   (1) college or university women's coach (2 maximum)
   (2) volleyball National Rating Team member (1 maximum)
   (3) certifying Board Chair
   (4) ABO National official with National Tournament officiating experience
   (5) officiating coordinator or tournament director of a national, state, regional, or qualifying women's volleyball tournament (1 maximum)

A national volleyball rating expires on December 31 four years after the year in which the rating is awarded. This rating is transferable to other boards.

Instructions and application forms follow.

Line Judges

1. Minimum standards
   a. Attend a certification clinic
   b. Written exam--minimum score 80
   c. Practical exam--recommended by not required
2. Duration--to be determined by local boards

Scorer

1. Minimum standards
   a. Attend a certification clinic
   b. Written exam--minimum score 90
   c. Practical exam--2 passing ratings
2. Duration--4 years
3. Recertification--Pass a written exam every 2 years

Affiliated Boards of Officials

Instructions for Securing a National Rating in Volleyball

Following are the forms necessary for applying to a National Volleyball Rating site. The application procedure is as follows:

1. Telephone the NRT Director to determine space availability at the desired site.

2. Applicant should fill out the application form completely, and then obtain the appropriate signatures as verification of SECTIONS A and B. (Note: This signature is a verification, not a recommendation.)

3. It should be noted that the ABO National-*Theoretical Examination* must be the one for the season in which the practical examination will be given. The applicant must receive at least an 88% on this theoretical examination, and a photocopy of the completed answer sheet must reach the NRT Director no later than *two (2) weeks* prior to the date of the rating session.

4. If the applicant chooses SECTION B, Part 3, as the method of eligibility from that section, the signatures must be obtained on the ABO National Rating Applicant Recommendation form from *three (3) different* individuals.

5. The applicant and recommendation forms should be submitted with the $50.00 pre-registration fee to the NRT Director by July 1.

Submit to:

Cindy Hardy, NRT Director
4031 E. Santa Barbara Ave.
Tucson, AZ 85711
602-621-4709(office)
602-323-3286(home)

6. After July 1, all applications received will be evaluated and confirmations will be sent out by July 15. In the event there are more applications for a particular rating site than can be handled, preference will be given in the following order:

   First, individuals who have officiated in regional or national tournaments in at least one of the past two years.

   Second, individuals who have officiated in state or qualifying tournaments in at least one of the past two years.

   Third, individuals who have been recommended by three (3) different individuals as defined on the ABO Recommendation Form.

   Fourth, individuals who have attended two consecutive rating sites immediately prior to the current season and who did not pass at either rating site.

7. Once an individual has been accepted as an applicant, the $50.00 pre-registration fee will be *refunded only* if the rating session is cancelled or it is filled and the applicant is unable to attend any of the other available sessions.

8. The applicant is responsible for all *expenses* incurred while attending the sessions. NRT candidates will not be paid for officiating at an NRT site.

ABO Volleyball Point Renewal System

A National rating expires on December 31, four (4) years after the year in which the rating is awarded. When the rating expires, it must be renewed either by attending a National Rating Team session or by earning enough points to qualify. The point renewal system is as follows:

- Eight (8) points must be accumulated during the four years that the National Rating is held.
- A minimum of four (4) points in four years must be earned in Category I. The remaining points can be earned from any combi nation of the three categories below.
- In order to earn points in Categories I and III, the National Official MUST HAVE OFFICIATED AS A FIRST OR SECOND REFEREE. Positions such as line judge, scorekeeper, alternate official, etc., do not qualify to earn points.

Renewal points may be earned as follows:

Category I--Women's Intercollegiate Volleyball Post-Season Play

- 1 point for the semifinals and/or finals of a WOMEN'S college conference championship
- 1 point for the National Invitational Volleyball Championship and/or the National Small College Athletic Association Championship
- 1 point for WOMEN'S NCAA First Round, NAIA Districts, or NJCAA Regionals
- 1 point for WOMEN'S NCAA Regionals, NAIA Bi-Districts, or NJCAA Bi-Regionals
- 1 point for the semifinals and/or finals of the following WOMEN'S national championships: any division of NCAA, NAIA, or NJCAA
- 1 point for the WOMEN'S state junior college championship tournaments in California, Idaho, Montana, Oregon, and Washington.

- 1 point for conducting a clinic for the National Training Team
- 1 point for actively rating for the National Rating Team

Category III—Other Volleyball Competition

- 1 point for the finals of any division at the United States Open Championship Tournaments
- 1 point for the finals of the Gold divisions at the United Junior Olympic Championships
- 1 point for the finals of the USBVA Coed Championships
- 1 point for the International Olympic Games
- 1 point for the Goodwill Games
- 1 point for the World University Games
- 1 point for the domestic and/or foreign international tours, exhibitions, or tournaments
- 1 point for the Olympic Festival
- 1 point for the AAA or AA finals of a Girls' High School State Championship where NAGWS rules are used.

Application for ABO Volleyball National Rating

NAME _____
(Street)

ADDRESS _____
(City) (State) (Zip)

_____

SOCIAL SECURITY NUMBER _____

PHONE: Work ( ) _____

Home ( ) _____

I. LOCAL ABO BOARD WITH WHICH YOU ARE AFFILIATED:

Board Name _____

Board Chair _____

Address _____
(Street)

_____
(City) (State) (Zip)

Phone _____

II. I have met the following requirements to become an applicant for an ABO National Volleyball Rating (check only those that apply to you). Note: In order to qualify as an applicant, you must be able to check at least one qualification from Section A and one from Section B.

SECTION A: During the 1991 and 1992 volleyball season, I officiated with:

_____ A current ABO State Rating, or

_____ A current ABO National Rating, or

_____ An ABO Honorary National Rating.

SECTION B:

_____ Have officiated in a Regional or National women's intercollegiate volleyball championship in at least one of the past two years,

_____ _____ OR,
(Site) (Date)

_____ Have officiated in a State or Qualifying women's intercollegiate volleyball tournament in at least one of the past two years,

_____ _____ OR,
(Site) (Date)

_____ Have been recommended by three different individuals as defined on the ABO National Volleyball Applicant Recommendation Form. (Attach forms to the application.)

Have included a copy of your 1992 collegiate officiating schedule.

ADDITIONAL INFORMATION:

_____ _____
(Site) (Date)
of the most recent NTT Clinic I have attended.

_____ as an ABO State Rated Official.
(# of years)

_____ A USVBA National Rating.

Leadership positions you have held in volleyball over the past three years. _____

_____

VERIFICATION: The above information must be verified by one of the following: board or volleyball chairperson, current National ABO official. *YOU MAY NOT VERIFY THIS SECTION YOURSELF!*

I hereby verify that the above information is correct:

_____
(Name) (Title) (Date)

III. I am applying for the rating session at:

(Site) (Dates)

IV. I understand that a check for $50.00 must accompany this application to be considered. (If you are not accepted as a candidate at one of the rating sites, your application fee will be refunded.)

I understand that a photocopy of my answer sheet for the current ABO Volleyball Theoretical Examination MUST reach the NRT Director no later than two weeks prior to the date of the rating session or my application will be void.

(Signature of Applicant) (Date)

PLEASE RETURN THE COMPLETED APPLICATION AND A CHECK FOR $50.00 TO:

Cindy Hardy
4031 E. Santa Barbara Ave.
Tucson, AZ 85711

ABO National Volleyball Officials
Advanced Opportunities Application

This form is used to apply for: (1) a position on the ABO National Rating or Training Teams; (2) post-season officiating assignments; or (3) attendance to the USVBA National Championships as an ABO National Referee candidate. Please provide all of the information on side one, and carefully follow the instructions in completing side two.

Name _____

Address _____

Work Phone _____ Home Phone _____

Local Board Affiliation _____

Local Board Chair _____

Address _____

Work Phone _____ Home Phone _____

How many years have you held a National Volleyball Rating? _____

When does your current national Volleyball Rating expire? _____

Please check the position(s) that you are applying for:

☐ *National Rating Team member (Complete Section A)*

☐ *National Training Team member (Complete Section B)*

☐ *Candidacy to the USVBA National Open Championships (Complete Section C)*

☐ *Post-season assignments to NAIA National Championship, NJCAA National Championship, or WIVC tournament (Complete Section D)*

PLEASE ATTACH A COPY OF YOUR CURRENT OFFICIATING SCHEDULE

SECTION A--NATIONAL TRAINING TEAM

What officiating clinics have you participated in within the past 2 years:

a. As a participant? _____

_____

b. As a clinician? _____

_____

Please provide the name, address, and phone number(s) of an individual who can verify your qualifications as a clinician/ trainer.

_____

Please submit a brief essay stating what you feel your contribution to the NTT would be.

SECTION B--NATIONAL RATING TEAM

What experience have you had in evaluating officials within the past 3 years?

_____

Please provide the name, address, and phone number(s) of an individual who can verify your qualifications as a rater/evalu ator.

_____

_____

SECTION C–USVBA NATIONAL REFEREE CANDIDATE

List previous USVBA officiating experience, if any: _____

_____

_____

References: Please provide the name, address, and phone number(s) of two officiating referees, other than your Board Chair, who can verify your participation in USVBA. _____

_____

_____

Have you officiated Men's USVBA?

Site: _____

Date: _____

SECTION D--ASSIGNMENT TO POST-SEASON PLAY

List any post-season officiating experience for the past 5 years:

_____

_____

_____

Please provide the name, address, and phone number(s) of two officiating references other than your board chair (e.g., ABO National Official, collegiate coach, assigner, etc.)

_____

_____

_____

_____

Affiliated Boards of Officials

National Volleyball Rating Applicant Recommendation Form

This is to certify that I have observed:

_____
(applicant's name)

as an ABO volleyball official and recommend this official to be considered by the ABO National Rating Team as an applicant for the National Volleyball Rating.

Position (check one):

_____ College or university women's volleyball coach (1)

_____ ABO Volleyball National Rating Team member (2)

_____ Certifying board chair (3)

_____ ABO National Official with National Tournament officiating experience (4)

_____ Officiating coordinator or tournament director of a State,

_____ Regional, or qualifying women's volleyball tournament (5)

_____
(Signature)

_____
(Date)

_____
(Phone Number)

(1) Maximum of 2
(2) Maximum of 1
(3) Maximum of 1
(4) Maximum of 1
(5) Maximum of 1

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How to Become A Rated Official

1. Study the rules, techniques of officiating, and study questions.
2. Attend interpretations meetings and officiating clinics or training courses conducted in your vicinity.
3. Practice often. To some, officiating comes easily; to others it comes only as the result of hard work and concentration. Welcome criticism and work hard to improve.
4. Find out from the chair of the nearest affiliated board when examinations for ratings are to be held.
5. Take your rating remembering that it is the aim of the Affiliated Boards of Officials to maintain high standards for officials.

Methods for Practical Examinations

A. New Candidates

1. New ABO candidates (inexperienced or unregistered) can qualify for an apprentice rating by meeting one of the following criteria:
   a. attend a series of structured clinics set up by the Board, the number to be specified by the Board, or
   b. secure a passing grade and the recommendation of the instructor in an officiating course at the college level (the course must be approved by the Board), or
   c. attend officiating courses offered by another organization. Candidates must secure a recommendation from said course and such a course must be approved by the board. Courses offered by recreation departments or adult education would be acceptable.

   New apprentices shall work with more experienced officials for a number of contests, as designated by the affiliated board.
2. New ABO candidates (those who are experienced officials and/or registered with other officiating organizations) can be awarded a rating after completing the following requirements:
   a. receiving the appropriate score on the ABO Theoretical Examination (Form A or Form B); and,
   b. demonstrating ability to use ABO officiating techniques. The local board shall specify the nature of the demonstration but shall recognize the official's experience.

B. Methods for Practical Renewal

1. An official may renew or *upgrade* a rating by officiating under observation of the examining committee. See this section for number of raters required.
2. Alternative Method for Renewing at the *same level* (Exception: basketball and volleyball nationals, gymnastics officials, and synchronized swimming officials).
   a. officiate a minimum of 3 intercollegiate, interscholastic, or interagency contests during which a minimum of 5 different evaluators are involved. Evaluators may be sought from coaches of the teams involved and/or ABO officials watching the contest. (The ABO official must have a rating comparable to that being sought by the renewal candidate.) Prior to the contest, the candidate shall ask the coaches and/or officials to respond to the evaluation postcard addressed to the appropriate sports chair, indicating the quality of officiating. After the contest, the person responding should fill out the postcard, indicating an opinion as to the competency of the official and mail it to the appropriate sports chair. If an average of 4 is scored by the official as indicated from the 5 responses, a national rating is automatic, providing that a minimum of 88 had been scored on the theoretical examination. If an average of 3.5 is scored by the official as indicated from the 5 responses, a state rating is automatic, providing that a minimum of 82 had been scored on the written examination.
   b. officiate a designated number of contests, such to be designated by the board.

   If written complaints are received about an official renewing as in a. or b. above, a more formal method should be used.

Patch and Uniform

All ABO officials are required to wear an official ABO patch which can be purchased, *only* by board chairs, from the National Office.

The following uniform is required of all ABO officials receiving fees for their services:

Shirt--The NAGWS/ABO volleyball uniform shirt* will be all white with the following: approved official embroidered designation on the left sleeve, velcro patch on the right side of the chest, and an optional pocket on the left side of the chest. Currently, the only approved manufacturer of the uniform shirt is Crystal Springs.

Slacks--navy blue

Shorts--navy blue--tournaments only when high temperatures exist

Shoes--all white leather, *Socks*--white crew

Belt--black or dark navy blue leather

Sweater-white v-neck pullover (optional)

Jacket--navy blue or white windbreaker type recommended if a jacket is worn to the court area

Other equipment--lanyard whistle, penalty cards (concealed from view), timing device with second hand. A ball gauge, net measuring device, and rule book are recommended.

Note: Local Boards are encouraged to adopt uniform regulations for each contest such that each official is easily identifiable. For a list of approved manufacturers and distributors, contact the ABO National Office or your local board.

Official Uniform for National Officials Rated by the Volleyball National Rating Team

Candidates must wear the NAGWS/ABO official white volleyball uniform shirt; navy blue dress slacks (skirts or culottes are not acceptable); completely white crew socks; clean, all-white leather shoes; blue or black leather belt; no jacket or sweater. *Note*: For conference or regional and national championships a specific uniform may be designated by the sponsoring organization.

Recommended Fees

Local boards should establish fees that reflect the level of rating of the official as well as the type and level of competition within

*This is the jointly approved NAGWS/ABO-USVBA uniform shirt.

their locale. Boards are encouraged to establish fees in conjunction with local governing groups. The fee schedule should reflect differential pay based upon rating levels.

Registration of Officials

Most states require those who officiate either boys' or girls' interscholastic contests to be registered with the State High School Athletic Association or other administrative body. All ABO officials who officiate high school or junior high school games are urged to cooperate fully with their state regulatory body.

Amateur Standing of Officials

An official who wishes to maintain amateur status as a participant in a sport must be aware of the ruling(s) on amateur status established by various governing bodies for that sport. Amateur status is defined by high school and college governing bodies as well as by national sport governing bodies that hold the franchise from international sport governing groups. The official who wishes to maintain amateur status as a participant is responsible for investigating the specific regulations of *each* governing body with jurisdiction over such eligibility.

National Governing Bodies

Volleyball--Write the United States Volleyball Association, Suite 1-2, 3595 E. Fountain Blvd., Colorado Springs, CO 80910-1740. Phone: 719-637-8300.

Information for Affiliated Boards

How to Establish a Board of Officials

1. Establish the need for an affiliated board by contacting individuals in the area who have current ratings or who are interested in standardizing and raising the level of officiating.
2. Write to ABO, 1227 Lake Plaza Drive, Colorado Springs, CO 80906 for a sample copy of an authorized constitution for officials' boards and application for becoming an affiliated board.
3. At a designated meeting of interested individuals present plans for forming a board.
   a. Choose a name which will permit expansion of function as need may arise; do not limit title to one sport.
   b. From the group, elect a chair, chair-elect, secretary, and treasurer.
   c. Form an examining committee in which you would like to give ratings. If any member has been rated elsewhere, such experience should be helpful; such a rating is not necessary, however. It is suggested that members of the examining committee be examined and obtain ratings from other affiliated boards whenever possible.
   d. Make plans for drawing up a constitution according to the sample copy received from ABO. Plan to devote some time to the study of the rules and to practice officiating.
4. Send the completed application form, two copies of the local constitution, and a check for $25 affiliation fee (made payable to the Affiliated Boards of Officials) to the ABO National Office. List the names and qualifications of 3 interested individuals. Approval of the application will come from the ABO Past Presi dent who will request that examination packets be sent to your Board Chair. The process of accepting an application for affiliation of a new board and of requesting that the proper examination packets be sent ordinarily takes several weeks. Prospective boards, therefore, should file for affiliation at least 2 months before they wish to hold rating sessions.
5. Administer Form A of the National Theoretical Examination. Form B of the National Theoretical Examination may be administered to those who did not pass Form A.

6. Conduct practice sessions in rating officials. All persons on the examining committee who have not previously rated officials should attend these practice sessions prior to actually rating. Secure the assistance of a rated official in these practice sessions if at all possible.
7. Give practical examinations to individuals who pass the written examination. (Note minimum number of raters required to give various ratings in this section.)
8. Order appropriate rating cards and patches from the ABO National Office for distribution to those who pass the theoretical and practical examination.
9. Send lists of approved officials to schools and other organizations in the area. This notice should indicate the recommended fees for officiating and should give the name, address, rating, and telephone number of each official.
10. Keep accurate lists of all persons receiving ratings. Submit an ABO report to the ABO National Office. An ABO form is included in each examination packet. Due date for submitting all forms: June 1.

Maintaining Affiliated Status

To maintain affiliated status, a Board must:

1. Pay dues each year to the *ABO National Office*. (Notification will be sent each spring.)
2. Submit a yearly ABO computer report to the ABO National Office regarding the current status of rated officials. (Reports must be submitted by **June 1**. Appropriate forms are included in examination packets.)

Note: Examination packets are mailed yearly to *qualified* volleyball boards on July 1. If you do not receive your packet within two weeks of the above date, contact ABO, 1227 Lake Plaza Drive, Colorado Springs, CO 80906, 719-576-7777.

Volleyball National Training Team

The Volleyball National Training Team (NTT) of the Affiliated Boards of Officials offers five professional training programs tailored for high school and college officials.

As a Host Site Coordinator, you have the distinct opportunity of providing officials of your board or conference with expert training by nationally certified volleyball officials. Participants will gain invaluable information on the latest rules, mechanics and interpretations, as well as learn the most effective methods of match control.

The Volleyball National Training Team Programs offer a variety of ways to train and update all officials (novice and experienced) for quality officiating in high school and collegiate volleyball.

Be a part of nationwide quality officiating. Plan a program in your region today!

Training Opportunities

Program #1: Rules Interpretation Clinic

Length: 3 hours

Requirements: Room with tables, chairs, and chalkboard.

Content: This clinic is a presentation of mechanics and the current interpretations of all rules and rule changes. In addition, the topics of professionalism and ethics in officiating are stressed. The clinic is a good review for the veteran official and a great beginning for the new official.

Program #2: Rules Interpretation and On-Court Demonstration

Length: 4-6 hours

Requirements: #1 + two teams in numbered jerseys, court, and officials stand.

Content: After the rules and mechanics classroom session, the participant has the opportunity to see ball-handling, service reception

clinician will also demonstrate the proper mechanics in a game situation.

Program #3: Rules Interpretation, On-Court Demonstration and Video Evaluation of Officials

Length: 8-12 hours (1 to 1 1/2 days)

Requirements: #1 + #2 + video camera, blank tapes, and a separate playback unit with monitor.

Content: In addition to the rules discussion and seeing a demonstration, the participants will be videotaped while performing as first and second referee. The clinician will go over the tape with the participant and make suggestions for improvement. This is our most popular and effective program for immediate feedback.

Program #4: Intensive Training Program (Camp Format) #1 + #2 + #3 + In-Depth Evaluation, Coaching & Strategy Updates format to meet your needs.

Length: 2-3 days

Requirements: #1 + #2 + #3 + local support staff for dealing with the logistics of registration, and rating officials, and keynote speaker (if desired).

Program #5: On-Site Tournament Evaluation

Length: As determined by the tournament host
Requirements: Organized play during the spring or fall season with the clinician assisting in the assigning of officials to assure appropriate length of evaluation. Video camera(s) for after match feedback is highly recommended. Local staff is needed to deal with the logistics of registration and housing.

Content: The tournament will be preceded with Program #1. During actual tournament play the officials will be evaluated on mechanics, techniques, and style of officiating. An unbiased third opinion about

the performance of the official during game situations will provide coaches and officials a new perspective of the role of the referee(s).

To sponsor a workshop in your area,

Contact:
Michael Blalock, NTT Chair
5001 Duval
Austin, TX 78751
1-800-484-1045 code 0226

For an immediate reservation, call:

512-459-1580
1-800-484-1045 code 0226

National Coaches Council

The purpose of the National Coaches Council (NCC), a division of the National Association for Girls and Women in Sport (NAGWS), is threefold:

(1) to provide professional educational development for coaches of girls and women in sport.
(2) to recruit, develop, and promote women for coaching positions for girls' and women's sport.
(3) to serve as an advocate for the enhancement of quality coaching for girls and women in sport.

The NCC strives to accomplish these goals by conducting clinics and workshops at the state, regional, and national levels, as well as through newsletters, speaker bureaus, leadership grants, research, and publications.

NCC Sports Academies

Badminton	Basketball
Bowling	Fencing
Field hockey	Gymnastics
Soccer	Softball
Swimming/diving	Synchronized swimming
Team handball	Tennis
Track & field	Volleyball

Direct any questions to:

Jenifer Liberi
NAGWS Program Administrator
1900 Association Drive
Reston, VA 22091
703-476-3450
703-476-9527 (FAX)

Championship Results

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1992-93 Volleyball Championship Teams

NJCAA National Volleyball Championship Results

1st Place:	Miami-Dade Community College--Wolfson Campus, Miami, FL
2nd Place:	Eastern Arizona College, Thatcher, AZ
3rd Place:	Utah Valley Community College, Orem, UT
4th Place:	Barton County Community College, Great Bend, KS

NCAA National Volleyball Championship Results

Division I

1st Place:	Stanford University, Stanford, CA
2nd Place:	University of California at Los Angeles, Los Angeles, CA
3rd Place:	University of Florida, Gainesville, FL Long Beach State, Long Beach, CA

Division II

1st Place:	Portland State University, Portland, OR
2nd Place:	Northern Michigan Uniersity, Marquette, MI
3rd Place:	West Texas State University, Canyon, TX
4th Place:	California State University at Los Angeles, Los Angeles, CA

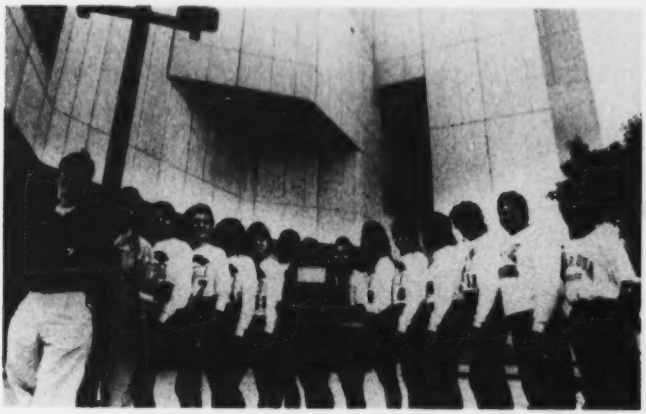
Division III

1st Place:	Washington University, St. Louis, MO
2nd Place:	University of California at San Diego, San Diego, CA
3rd Place:	State University of New York, Stony Brook, NY
4th Place:	Calvin College, Grand Rapids, MI

NAIA National Volleyball Championship Results

1st Place:	Brigham Young University-Hawaii, Laie, HI
2nd Place:	California Baptist, Riverside, CA
3rd Place:	Western Oregon, Monmouth, OR
4th Place:	Henderson State-Arizona, Arkadelphia, AR

Miami-Dade-Wolfson, Miami, FL
1992 NJCAA National Champions



(L-R) Jim Rapier-SID, Ilida Medero-Head Coach, Lorena Bernardes, Angela Naranjo, Norma Rubi, Susana Marti, Leocadia Perez, Pamela Zambrano, Laura Laspoumaderes, Victoria Guerrero, Paula Bedoya, Tumaini Jabali, Sandra Pena, Rogelio Bello-Assistant Coach, Andrew Edwards-Strength & Fitness Coach, (not pictured is Jennifer St. Thomas).

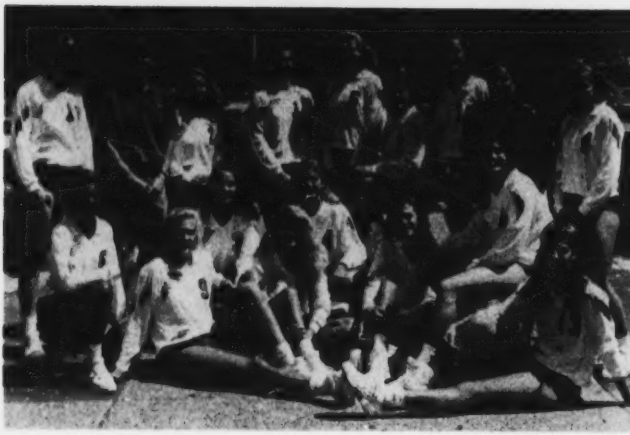
Stanford University, Stanford, CA
1992 NCAA National Champions--
Division I

Standing, (L-R) Manager Keith Marrack, Trainer Dave Reeder, Assistant Coach Denise Corlett, Tri-captain Bev Oden, Kristi Paaso, Jennifer Jackson, Tri-captain Carrie Feldman, Tri-captain Laurie Sawin, Head Coach Don Shaw, Strength Coach Steve Schulz, Assistant Coach Lara Asper
Kneeling (L-R) Heidi Eick, Anne Wicks, Denise Rotert, Piper Hahn
Sitting (L-R) Maureen McLaren, Cary Wendell, Marnie Triefenbach, Wendy Hromadka.

Portland State University, Portland, OR
1992 NCAA National Champions--
Division II

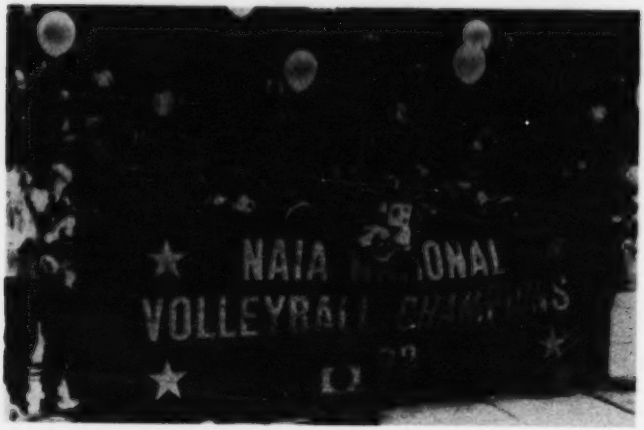
Front Row (L-R) Suzy Hall, Joy Russell, Shelly Earl, Darrien Fox, Lori Weaver.
Middle Row (L-R) Sharin Armantrout, Melanie McCombs, Peggy Adams, Chaney Ward, Robin Unger, Leanne Peters.
Back Row (L-R) Sophia Alexander, Assistant Coach Terri Jo Schlatter, Assistant Coach Kari Kockler, Head Coach Jeff Mozzochi, Assistant Head Coach Marty Mozzochi, Assistant Coach Kristi Scott, Erika Boggio.

Washington University, St. Louis, MO
1992 NCAA National Champions--
Division III



Back Row (L-R) Erin Nissen, Assistant Coach Joe Worlund, Amy Albracht, Nikki Gitlin, Amy Albers, Angela Suarez, Nicki Hagan, Head Coach Teri Clemens, Tavia Jimenez.
Front Row (L-R) Michelle Kirwan, Lisa Becker, Kim Lenschow, Leslie Catlin, Liz Jokerst, Amy Sullivan, Anne Quenette, Christine Masel.

Brigham Young University-Hawaii, Laie, HI
1992 NAIA National Champions



National Association for Girls & Women in Sport

Quality and Equality

The American Alliance for
Health, Physical Education,
Recreation and Dance
1900 Association Drive
Reston, VA 22091-1599

$5.95
1-800-321-0789

Stock# 303-10022

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